

Mahjong



Which tile?

# 定石「何切る」

# 301

選

著 G・ウザク 編 福地 誠

## Question

東1局 東家 6巡目



勝負手でのミスよさらば!

実戦によく出る

形のみを厳選

成績 **アップ** に直結!

ベストセラーの  
第2弾!  
何切る?  
答えは裏に



Mahjong 麻雀 Which tile?

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著 G・ウザク 編 福地 誠

## Question

東1局 東家 6巡目



勝負手でのミスよさらば!  
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第2弾!  
何切る?  
答は裏に



## 著 G・ウザク

麻雀プロガー。ブログの二本柱は「何切る」と戦術本レビュー。前著の発売から新たに約500問を作成し、学びやすいように体系的にまとめたものが本書。誤植チェックの鬼で過去何冊もの麻雀書籍の校正もしている。麻雀はネットよりリアル中心の実戦派。

ブログ

「麻雀本を斬る!麻雀ゲームを斬る!!」

<http://bookmj.blog.fc2.com/>

## 編 福地 誠

毎年数冊の麻雀本を刊行し、それらが全てベストセラーに。いま日本で最も売れている麻雀ライター兼編集者。麻雀はリアルもネットも打つ雑食派。世界中に自著の翻訳本を売りまくろうという野望を持つ。1965年東京都生まれ。東京大学教育学部卒。

ブログ

<http://fukuchi.cocolog-nifty.com/>



# TL NOTES

## VO.5

HELLO, TRANSLATOR HERE.

I DECIDED TO TRANSLATE THIS WWYD BOOK, SEEING AS /MJG/ ALWAYS LIKES TO ANSWER AND IT'S ONE OF THE THINGS I REALLY ENJOY ABOUT THE THREADS. MY ENGLISH IS BAD, AND SO IS MY JAPANESE, SO DON'T EXPECT SOMETHING PERFECT. STILL, I THINK IT'S GOOD ENOUGH TO ENJOY.

IF YOU FIND THINGS THAT BOTHER YOU, JUST LEAVE A MESSAGE IN THE THREADS / IN THE REPO / ON [GITHUB.COM/WATTERLE/301-WWYD-TRANSLATION](https://github.com/watterle/301-wwyd-translation) / ON IRC, I'LL FIX IT AS SOON AS POSSIBLE.

THERE ARE STILL SOME PAGES WITH TENTATIVE TRANSLATIONS, BUT IT'S ONLY BECAUSE OF WIERD NIP SAYINGS IN THE QUESTIONS PAGES, SO IT'S NOT REALLY IMPORTANT. I'LL TRY TO FIX IT AS SOON AS POSSIBLE.

MANY THANKS TO A CERTAIN HAT WHO HELPED ME WITH THE HARDEST LINES.

I HOPE YOU'LL ENJOY IT, AND THAT I WON'T ALWAYS BE THE ONLY ONE TO POST WWYD IN THREAD.

## V1.0

FIXED MOST THINGS. I'LL COLLECT THE PROBLEMS (PLEASE REPORT) AND FIX THEM TOGETHER.

## V2.0

BOOKANON CAME TO THE RESCUE WITH ALTIMISM AND ACTUALLY GOOD JAPANESE KNOWLEDGE. FIXED LIKE A HUNDRED TYPOS, MISTRANSLATIONS AND ESL SAYINGS. 100 ERRORS IN 301 QUESTIONS ISN'T TOO BAD, AHAAH.....

麻雀

定石「何切る」

301選

著 G・ウザク 編 福地 誠

三才ブックス

## WHAT SHOULD BE GIVEN PRIORITY?

THIS BOOK IS MADE IN THE SAME CONFIGURATION AS THE PREVIOUS WORK ("MAHJONG MASTERPIECE "WWYD" 300 QUESTIONS.) THE SECOND BOOK WAS MADE IN THE SAME CONFIGURATION BECAUSE THE PREVIOUS WORK WAS WELL RECEIVED AND WAS SUCCESSFUL IN NUMBERS. THANK YOU VERY MUCH.

REGARDING THE PREVIOUS WORK, THERE WERE MANY COMPLAINTS THAT IT WAS TOO DIFFICULT. ORIGINALLY, THE TARGET WAS AN ADVANCED PLAYER, AND IT WAS MADE WITH "THE MOST DIFFICULT WWYD BOOK AS A CONCEPT, SO IT WAS AS INTENDED. HOWEVER, THERE WAS A FEELING THAT I RAISED THE DIFFICULTY TOO MUCH (LAUGHS).

SO THIS TIME I LOWERED THE DIFFICULTY OF THE PROBLEMS FOR THE BEGINNERS AND INTERMEDIATE PLAYERS. THE PLANNING STARTED WITH THE CONCEPT OF "THE BOOK WITH THE MOST IMMEDIATE EFFECT". BUT WHAT KIND OF BOOK IS "A BOOK WITH IMMEDIATE EFFECT"?

THERE ARE A LOT OF TACTICAL BOOKS AROUND. I ALSO REVIEW TACTICAL BOOKS ON MY BLOG, SO I READ ALL THE TACTICAL BOOKS, BUT WHEN I READ BOOKS FOR BEGINNERS AND INTERMEDIATES, THERE IS ALWAYS SOMETHING TO WORRY ABOUT.

THERE ARE TWO MAIN REASONS FOR THIS.

FIRST OF ALL, WHILE SAYING "FOR BEGINNERS AND INTERMEDIATES", IT IS CLEARLY CONTENT THAT IS DIFFICULT FOR BEGINNERS.

"PLAY WITHOUT HONOR TILES" "MEMORIZE YOUR TILES IN A FLASH." "PLAY WITHOUT LOOKING AT YOUR TILES."

I HAVE NO INTENTION OF DENYING THESE TECHNIQUES. IF YOU CAN LEARN THEM, THEY WILL BE A POWERFUL WEAPON.

BUT THOSE TECHNIQUES... DO YOU NEED THEM NOW? WHY DON'T YOU LEARN MORE? WOULDN'T IT BE RATHER A NEGATIVE FACTOR FOR BEGINNERS?

THE SECOND POINT IS THE FOLLOWING.

A TACTICAL BOOK WITH MULTIPLE ANSWERS TO A SINGLE PROBLEM IS POPULAR. IT MIGHT BE GOOD TO BE ABLE TO LEARN THE THOUGHT OF VARIOUS STRONG PEOPLE AT THE SAME TIME.

MANY ISSUES ARE DIVIDED, AND THERE ARE A FEW ISSUES THAT ARE UNANIMOUS, AND I THINK THAT THERE IS ALSO THE ASPECT THAT IT IS INTERESTING FOR THE READER. BUT PLEASE WAIT. WHEN OPINIONS ARE DIVIDED AMONG THE STRONG, THERE IS NO ANSWER, RIGHT?

THERE IS NO MORE COMPLICATED GAME THAN MAHJONG. FAR FROM BEING A SURE-WIN METHOD, THERE ARE A LOT OF PROBLEMS THAT HAVE NOT BEEN DECIDED. STILL, MANY PROBLEMS HAVE BEEN SOLVED IN THE LAST TEN YEARS. STATISTICS, SIMULATIONS, AND AI WILL SOLVE MANY PROBLEMS IN THE FUTURE. HOWEVER, THE CURRENT SITUATION IS THAT MOST OF THE PROBLEMS HAVE NOT YET BEEN ANSWERED.

"PREPARE ANSWERS TO ANY QUESTION", OF COURSE, THAT'S ALSO IMPORTANT. BUT IF YOU'RE THINKING ABOUT LEARNING EFFICIENCY, SHOULDN'T YOU GIVE PRIORITY TO WHAT YOU'VE ALREADY ANSWERED? THAT'S WHERE THIS BOOK COMES IN. WE COLLECTED ONLY THE QUESTIONS THAT ARE CURRENTLY BEING ANSWERED AND EXPLAINED MAINLY WHAT SHOULD BE REMEMBERED IN PREFERENCE.

ALL 301 QUESTIONS ARE SCRUTINIZED BY MAHJONG RESEARCHERS WHO ARE ACTIVE AT THE FOREFRONT. NEMATA-SAN OF MODERN MAHJONG TECHNOLOGY THEORY, TAKEO-SHAN TENHOUJI, AND MR. MAKOTO FUKUCHI AND I (G. UZAKU). ONLY ANSWERS THAT HAVE BEEN ADJUSTED TO MATCH THE OPINIONS OF THE FOUR PEOPLE HAVE BEEN POSTED. AFFIRMING THAT MEANS THAT IT IS ONLY A PROBLEM THAT CAN IMPROVE THE MAHJONG LEVEL WITHOUT WASTE.

FINALLY, THERE IS ONE APOLOGY. THE TARGET AUDIENCE SETTING OF THIS BOOK MUST BE INTERMEDIATE OR HIGHER. I STARTED WRITING FOR BEGINNERS AND INTERMEDIATES, BUT WHEN I RECORDED HUNDREDS OF QUESTIONS FROM A HIGH DEGREE OF DIFFICULTY, IT BECAME QUITE A DIFFICULT PROBLEM COLLECTION (SWEAT).

HOWEVER, IT IS GOOD BECAUSE THE MAHJONG LEVEL NATURALLY IMPROVES IF THE PAGE IS ADVANCED. EVEN BEGINNERS SHOULD BE LEVELING UP TO INTERMEDIATES BY THE TIME THEY FINISH READING.

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**AOI**  
SHE'S AN ENERGETIC COLLEGE STUDENT LIVING IN NAGOYA. SHE'S AN ONLINE PLAYER WHO STILL HAS TO MASTER IRL GAMES. SHE'S LOOKING FOR A FUN MAHJONG PARTNER AND TEACHER THAT CAN HELP HER WITH SCORING HANDS.



**AKANE**  
SHE'S A MAHJONG TEACHER AT SCHOOL, AND SHE HELPS OUT IN A PARLOR ON SUNDAYS. HER SPECIAL SKILL IS COOKING, AND HER FAVOURITE FOOD IS RAMEN. SHE WISHES FOR A NICE MARRIAGE, BUT HER PARTNER MUST BE A ⇒STRONG MAHJONG PLAYER←?!

## キャラクター紹介

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030

### Q 001

[ 東1局 西家 8巡目 ]



031  
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060

061  
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090

### Q 002

[ 東1局 西家 8巡目 ]



091  
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120

121  
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### Q 003

[ 東1局 西家 8巡目 ]



151  
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180

181  
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210

211  
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240

241  
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270

271  
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301

THIS IS THE LARGEST WWYD  
BOOK, WITH 301 QUESTIONS.  
DON'T TRY TO READ IT ALL AT  
ONCE, GO AT YOUR OWN PACE



[ 東1局 西家 8巡目 ]

**A 001**



1シャンテン [ × 19 × 19 × 19 ]

THE TILE ACCEPTANCE DOESN'T CHANGE NO MATTER WHICH SOUZU IS CUT.  
FIX THE RYANKAN TO INCREASE THE CHANCES OF PINFU.

001  
}  
030

031  
}  
060

061  
}  
090

[ 東1局 西家 8巡目 ]

**A 002**



1シャンテン [ × 19 × 19 × 19 ]

CONFIRM TANYAO TO INCREASE THE VALUE. YOU CAN ALSO CALL AND  
OPEN THE HAND IF THE SITUATION REQUIRES IT.

091  
}  
120

121  
}  
150

151  
}  
180

[ 東1局 西家 8巡目 ]

**A 003**



1シャンテン [ × 19 × 19 ]

THE TILE ACCEPTANCE BETWEEN 5S AND 9S IS THE SAME.  
KEEPING 5S LETS YOU ACCEPT AKA 5S, BUT YOU ALREADY HAVE A 3-WAY  
WAIT ON MANZU AND A 2-WAY WAIT ON PINZU WITH DORA.  
FIX 77S AS A GROUP AND CUT FROM THE INSIDE TO KEEP THE SAFER 9S  
FOR LATER.

181  
}  
210

211  
}  
240

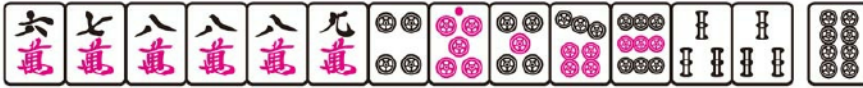
241  
}  
270

271  
}  
301

001  
}  
030

**Q 004**

[ 東1局 東家 6巡目 ]

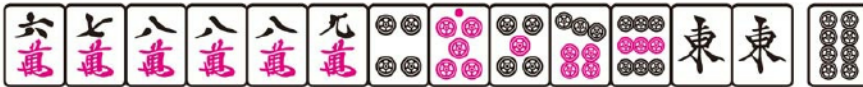


031  
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**Q 005**

[ 東1局 東家 6巡目 ]



091  
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121  
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**Q 006**

[ 東1局 西家 6巡目 ]



151  
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181  
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210

211  
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240

241  
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270

271  
}  
301

I DO HAVE A COUPLE OF  
STRATEGY BOOKS.  
I'M JUST HAPPY TO BUY THEM,  
I HAVEN'T READ THEM (LOL).



[ 東1局 東家 6巡目 ]

**A 004**



1シャンテン [ 2C × 18 9M × 17 8M × 15 6M × 13 2C × 12 ]

BY FIXING THE RYANMEN YOU GET A SHAPE WHERE IT'S EASY TO GET PINFU. THE SHAPE ON MANZU ACCEPTS 3 TILES, 5-8M, 7M.

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[ 東1局 東家 6巡目 ]

**A 005**



1シャンテン [ 2C × 18 9M × 17 8M × 15 6M × 13 2C × 12 ]

THE 2 HAN FROM DOUBLE TON ARE A LOT. THIS WAY YOU'LL ALWAYS GET TENPAI WAITING ON TON, AND YOU'RE ONLY LOSING ACCEPTANCE OF 1 TILE.

151  
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180

181  
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210

211  
}  
240

241  
}  
270

271  
}  
301

[ 東1局 西家 6巡目 ]

**A 006**



1シャンテン [ 2C × 24 10C × 19 2C × 18 3M × 17 2C × 14 ]

CHOICE IS BETWEEN 2P AND 8P. CUTTING 8P CAN GIVE YOU IPEIKOU AND INCREASE THE VALUE OF THE HAND, BUT CUTTING 2P GIVES YOU 5 MORE TILES TO WAIT ON. CHANCE OF IPEIKOU IS SIMPLY NOT WORTH THAT MUCH.

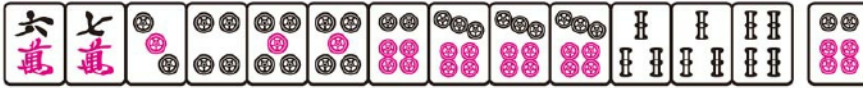
001  
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### Q 007

[ 東1局 東家 7巡目 ]



031  
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061  
}  
090

### Q 008

[ 東1局 東家 7巡目 ]



091  
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121  
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### Q 009

[ 東1局 西家 6巡目 ]



151  
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180



181  
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211  
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240

LET'S FORGET THE USUAL RULES.  
IT DOESN'T MATTER WHICH PAGE  
ARE YOU ON, TAKE IT EASY!



241  
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270

271  
}  
301

[ 東1局 東家 7巡目 ]

A 007



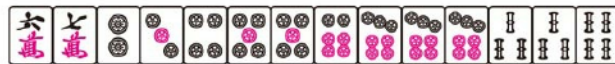
1シャンテン [ 2-wind × 26 2-wind × 22 2-wind × 22 2-wind × 20 2-wind × 18 2-wind × 16 ]

TAKE OUT THE COMPLETED SHAPE 567P. YOU CAN SEE THE SANMENCHAN WITH A 7P ATTACHED. FIXING THE HEAD IN SOUZU IS GREAT BOTH FOR VALUE AND ACCEPTANCE. SEE:



[ 東1局 東家 7巡目 ]

A 008



1シャンテン [ 2-wind × 26 2-wind × 23 2-wind × 22 2-wind × 20 2-wind × 16 2-wind × 11 ]

THE ACCEPTANCE VARIES GREATLY DEPENDING ON THE PRESENCE OF 2 HEADS. 3S IS OUT BECAUSE THE LOSS IN TILE ACCEPTANCE IS TOO BIG. IT BECOMES A CHOICE BETWEEN 5P AND 4S, FIXING THE HEAD ON SOUZU OR PINZU. 5P ACCEPTANCE IS BETTER AND YOU'LL PROBABLY GET TANYAO ANYWAY. IF YOU NEED POINTS, IT'S OKAY TO CUT 2P AND CONFIRM TANYAO.

[ 東1局 西家 6巡目 ]

A 009



2シャンテン [ 2-man × 43 2-wind × 43 2-wind × 39 2-wind × 38 2-man × 36 2-wind × 36 ]

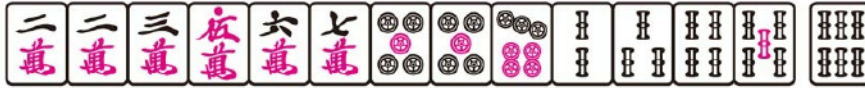
DORA 3 2-SHANTEN HAND. KEEP 3 HEADS SO YOU CAN MOVE TO 2 AT 1-SHANTEN. YOU CAN ALSO MOVE TOWARDS TANYAO. CUTTING 8P ISN'T TOO BAD (AND PROBABLY EASIER TO SPOT), BUT IT'S BETTER NOT TO TOUCH THE COMPLEX SHAPE IN PINZU UNTIL LATER.

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**Q 010**

[ 東1局 東家 4巡目 ]



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**Q 011**

[ 東1局 東家 4巡目 ]



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**Q 012**

[ 東1局 東家 7巡目 ]



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271  
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YOU DON'T HAVE TO TRY TO UNDERSTAND EVERYTHING AT ONCE. THE QUESTIONS ARE NUMBERED, BUT THE ORDER IS FREE!



[ 東1局 東家 4巡目 ]

A 010



1シャンテン [ 4紅×23 2竹×19 3竹×19 4白×15 ]

WHILE YOU CAN SEE THE 567 SANSHOKU, YOU CAN IGNORE IT BECAUSE OF YOUR GOOD SHAPE AND VALUE (THANKS TO AKA AND BEING DEALER). EVEN IF YOU WERE TO DRAW 7S, YOUR FINAL SHAPE TO TSUMO WOULD BE THE 6P KANCHAN. CUT 7P.

[ 東1局 東家 4巡目 ]

A 011



1シャンテン [ 4紅×26 4白×23 4白×23 4白×19 4白×18 ]

WHILE THIS CAN BE HARD AT A FIRST LOOK, TRY TO ISOLATE 567P:



IT THE SAME SHAPE AS PREVIOUS QUESTION, JUST REPLACING MANZU WITH PINZU. IT IS EASILY SOLVED IF YOU TAKE OUT THE COMPLETED SHAPES

[ 東1局 東家 7巡目 ]

A 012



1シャンテン [ 4竹×22 4紅×20 4竹×16 4白×16 ]

DON'T CUT THE 1P TO AIM FOR TANYAO. BECAUSE YOU HAVE 3 HEADS, YOU SHOULD CUT ONE OF THEM. THIS WAY YOU CAN INCREASE YOUR TILE ACCEPTANCE. IT IS EASY TO VISUALIZE THE 3 HEADS IF YOU THINK AS FOLLOWING:



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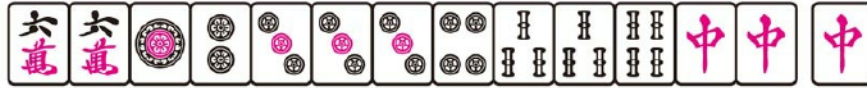
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### Q 013

[ 東1局 東家 7巡目 ]



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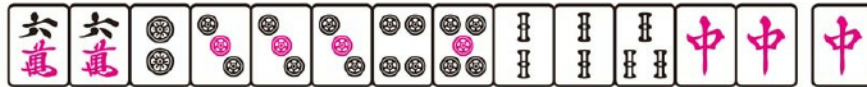
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### Q 014

[ 東1局 東家 7巡目 ]



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### Q 015

[ 東1局 東家 7巡目 ]



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211  
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241  
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270

271  
}  
301

IT'S OK IF YOU  
DON'T GET THE  
BOOK'S EXPLANATIONS.  
DON'T LEARN WITH YOUR  
MIND, BUT WITH YOUR  
BODY!



[ 東1局 東家 7巡目 ]

A 013



1シャンテン [ 3S × 19 1P × 18 2S × 13 4S × 13 5S × 12 ]

BECAUSE YOU HAVE 3 HEADS, IT'S FINE TO FIX THE RYANMEN. BETWEEN 3P AND 3S PAIRS, ONE 3P IS ALREADY USED IN THE 123P SHAPE. FIX THAT RYANMEN TO GET 1 MORE TILE TO WAIT ON. EVEN IF IT'S JUST 1 TILE TO DRAW, CONSIDER CALLS: PON IS 4 TIMES FASTER THAN TSUMO, SO YOU CAN'T UNDERESTIMATE IT.

[ 東1局 東家 7巡目 ]

A 014

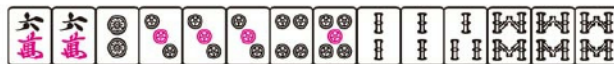


1シャンテン [ 1P × 22 3S × 19 2S × 17 4S × 16 5S × 13 ]

PINZU ARE WAITING ON 4 TILES (1-4P, 3-6P), SO LEAVE IT AS IT IS. 2S LOOKS EASY TO PON, BUT THE DIFFERENCE IN ACCEPTANCE IS TOO HUGE.

[ 東1局 東家 7巡目 ]

A 015



1シャンテン [ 2S × 22 3S × 19 2S × 17 4S × 16 5S × 13 ]

IT IS DIFFICULT TO GO FOR THE BEST TILE ACCEPTANCE BECAUSE YOU'D LOSE TANYAO. BY CUTTING 2P HERE YOU LOSE 3 TILES, BUT UNLESS YOU TSUMO THE 1S, YOU HAVE TANYAO. IF YOU CONSIDER THE PON CALLS AND THEIR 4X SPEED, IT IS ACTUALLY FASTER THIS WAY. SINCE YOU HAVE HIDDEN DORA 3 YOU SHOULDN'T CARE ABOUT THE OTHER PLAYERS AND ATTACK.

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001  
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030

### Q 016

[ 東1局 東家 5巡目 ]



031  
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### Q 017

[ 東1局 東家 5巡目 ]



091  
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150

### Q 018

[ 東1局 東家 5巡目 ]



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211  
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240

241  
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271  
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301

YOU'LL GET THE HANG AS YOU SOLVE THE PROBLEMS. THAT'S WHAT THIS BOOK IS SUPPOSED TO BE ABOUT.



[ 東1局 東家 5巡目 ]

**A 016**



1シャンテン [ 2P×23 8C×20 2P×20 7C×16 2P×11 ]

IF YOU DROP 8M, YOU'LL HAVE A IPEIKOU CHANCE, BUT YOU'LL NEED 3P TO WIN THE HAND. LOOK AT THE FUTURE, AND DROP 4P TO GET THE BEST TILE ACCEPTANCE. YOU'LL GET A SURE RYANMEN TENPAI WAIT.

001  
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030

031  
}  
060

061  
}  
090

[ 東1局 東家 5巡目 ]

**A 017**



1シャンテン [ 7C×20 2P×17 2P×15 8C×14 2P×14 ]

THE CORRECT ANSWER IS 7M, WHICH GIVES THE HIGHEST TILE ACCEPTANCE. YOU HAVE 50% CHANCE TO GET TANYAO, BUT HAVE THE POTENTIAL OF MENTANPIN IPEIKOU AKA. 8M AND 4P REDUCE YOUR WIN RATE BY BEING SLOWER. DON'T FORGET THAT MODERN MAHJONG IS ABOUT MAKING GOOD-SHAPE CLOSED HAND AND CALL RIICHI. IN ALL LAST AGARI TOPPLU, YOU CAN DISCARD 8M OR 4P AND CALL EVERYTHING, BUT THIS IS NOT THE RIGHT PLAY IN EARLY EAST 1.

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121  
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150

151  
}  
180

181  
}  
210

[ 東1局 東家 5巡目 ]

**A 018**



1シャンテン [ 2P×37 2P×34 4C×30 2P×30 2P×11 ]

THE BULGING SHAPES ALWAYS PRODUCES RYANMEN, SO THE THEORY SAYS TO FIX THE HEAD. BETWEEN 2P AND 3P, THE CORRECT ANSWER IS 3P TO GET PINFLU.

211  
}  
240

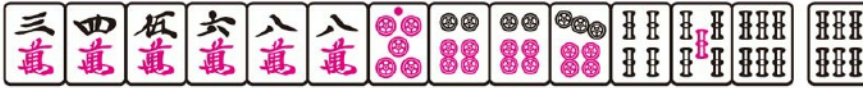
241  
}  
270

271  
}  
301

001  
}  
030

### Q 019

[ 東1局 東家 8巡目 ]

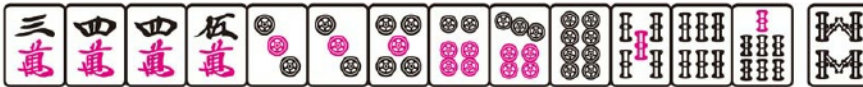


031  
}  
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061  
}  
090

### Q 020

[ 東1局 東家 7巡目 ]



091  
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120

121  
}  
150

### Q 021

[ 東1局 東家 7巡目 ]



151  
}  
180

181  
}  
210

211  
}  
240

241  
}  
270

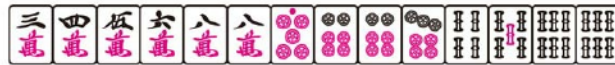
271  
}  
301

EVEN IF YOU DON'T UNDER-  
STAND OR STUMBLE OVER SO-  
METHING, YOU CAN GO AHEAD.  
YOU'LL BE ABLE TO SOLVE IT  
NEXT TIME.



[ 東1局 東家 8巡目 ]

**A 019**



1シャンテン [ ×46 ×42 ×38 ×38 ×12 ]

YOU SHOULD SEE 8M AS THE HEAD. YOU'RE LEFT WITH 3456M NOBETAN, 0667P BULGING AND 4566S ARYANMEN. THE FIRST 2 CAN ACCEPT 4 KINDS OF TILES, WHILE THE LATTER CAN ACCEPT ONLY 2. CUT THE ARYANMEN BY DROPPING 6S.  
->WHEN IN DOUBT DISCARD ARYANMEN. IT'S USUALLY THE CORRECT ANSWER:-

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} 060

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} 090

091  
} 120

[ 東1局 東家 7巡目 ]

**A 020**



1シャンテン [ ×46 ×42 ×42 ×38 ×38 ×12 ]

YOU WANT TO KEEP THE MANZU SHAPE FOR TANYAO. THE QUESTION IS FROM WHERE TO CUT, THE PINZU OR THE SOLZU. IT IS GENERALLY BETTER NOT TO MESS WITH THE HEAD, SO THE ANSWER IS 8P (YOU GAIN 4 TILES). ALSO THE FINAL SHAPE OF THE HAND IS BETTER: YOU CAN END UP WITH A FULL SANMENCHAN (11 TILES), WHILE YOU'D END UP WITH A WORSE ACCEPTANCE ON PINZU (2 3P ARE ALREADY USED AS HEAD). BOTH THE ACCEPTANCE NOW AND IN TENPAI ARE BETTER WITH THE 8P CUT.

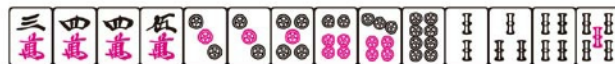
121  
} 150

151  
} 180

181  
} 210

[ 東1局 東家 7巡目 ]

**A 021**



1シャンテン [ ×46 ×42 ×42 ×38 ×38 ×12 ]

IT IS EASY TO MISS, BUT YOU CAN SEE THE 345 SANSHOKU (IF YOU DON'T, READ FLOW BOOK 1 BY SAKURAI). KEEP THE BULGING SHAPE AND FORESEE THE DRAW OF 3P-4P.

211  
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241  
} 270

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} 301

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### Q 022

[ 東1局 西家 7巡目 ]

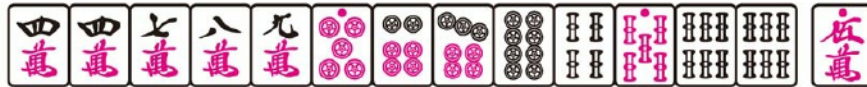


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### Q 023

[ 東1局 西家 7巡目 ]



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### Q 024

[ 東1局 西家 7巡目 ]



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181  
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210

211  
~  
240

241  
~  
270

271  
~  
301

DON'T WORRY IF YOU  
CAN'T DO IT!  
->IF YOU HAVE A  
CHANCE, YOU'LL BE  
STRONGER<-  
CONFIDENCE.....



[ 東1局 西家 7巡目 ]

A 022



1シャンテン [ 5M × 46 6M × 41 7M × 37 8M × 37 9M × 20 ]

WHEN IN DOUBT, CUT ARYANMEN. THE 4 TILES SHAPE IN SOUZU (NOBETAN) CAN MAKE A HEAD OUT OF 2 TYPES OF TILES (585), WHILE MAKING RYANMEN ON 4 (46795).  
 →556P← THIS IS A SHAPE THAT CAN BE EITHER A HEAD OR A SEQUENCE.

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[ 東1局 西家 7巡目 ]

A 023



1シャンテン [ 6M × 46 7M × 40 8M × 36 9M × 36 10M × 20 ]

IN THE EARLY TURNS YOU'D DROP 4M, TO UTILIZE ALL THE AKA DORA. AS IT ALREADY THE 7TH TURN, LOSING 20 TILES ACCEPTANCE IS TOO MUCH. THINKING OF THE FINAL FORM AND THE SPEED, THE BEST CHOICE IS 6S, BOTH FROM WINNING RATE AND EXPECTED VALUE.

091  
}  
120

121  
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151  
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180

[ 東1局 西家 7巡目 ]

A 024



1シャンテン [ 3M × 58 4M × 51 5M × 51 6M × 51 7M × 51 8M × 23 ]

THE BEST TILE TO GET A FAST TENPAI IS 3M, BUT IF YOU LOOK AT THE WIN-RATE IT BECOMES INFERIOR TO 36P AND 36S. YOU KEEP THE MANZU SHAPE AND LOOK TO CUT FROM EITHER THE PINZU OR SOUZU. IT IS SLIGHTLY BETTER TO KEEP THE PINZU AS THEY DON'T HAVE THE AKA 5P. MOREOVER, YOU MUST NOT FORGET THAT THERE IS A POSSIBILITY OF 345 SANSHOKU. EVEN IF BY A SMALL AMOUNT, 6S GIVES THE BEST EXPECTED VALUE. BY THE WAY, EVEN WITHOUT SANSHOKU CUTTING 3M WOULDN'T BE THE BEST CHOICE.

181  
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210

211  
}  
240

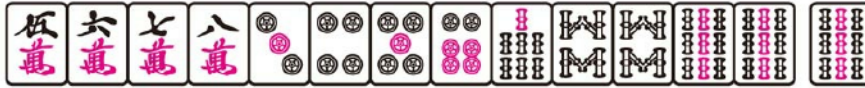
241  
}  
270

271  
}  
301

001  
}  
030

### Q 025

[ 東1局 東家 7巡目 ]



031  
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061  
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090

### Q 026

[ 東1局 東家 7巡目 ]



091  
}  
120

121  
}  
150

### Q 027

[ 東1局 東家 7巡目 ]



151  
}  
180

181  
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210

211  
}  
240

241  
}  
270

271  
}  
301

THE MOST EFFECTIVE WAY TO  
LEARN IS TO =>IMITATE<=, BUT  
NOT TO MAKE A CHOICE AC-  
CORDING TO THE SOLUTION.



[ 東1局 東家 7巡目 ]

**A 025**



1シャンテン [ 1P×57 2S×54 6P×42 8P×42 2S×38 1W×15 ]

IT IS EASY TO GET A PINFU TENPAI, YOU LOSE THE IPEIKOU, BUT ITS FINAL SHAPE WOULD NEED A BAD WAIT 7S. IN FIRST PLACE COMPLETING IT IS HARD BECAUSE ONLY 3 TILES ARE LEFT, AND EVEN IF YOU COULD DO IT, YOU'D LOSE PINFU. DON'T AIM FOR IPEIKOU AT THE EDGES, UNLESS YOU REALLY NEED THE HAN.

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210

211  
}  
240

241  
}  
270

271  
}  
301

[ 東1局 東家 7巡目 ]

**A 026**



1シャンテン [ 1P×49 2S×46 2S×42 6P×38 8P×38 1W×19 ]

THE 1234P SHAPE AT THE EDGE IS FUNCTIONALLY A SEQUENCE + A FLOATING TILE, IT IS DIFFICULT TO USE, IN PARTICULAR I DON'T WANT TO END WITH A PENCHAN 12P, IF I WERE TO DRAW A 2P.

[ 東1局 東家 7巡目 ]

**A 027**



1シャンテン [ 1P×53 2S×50 6P×42 8P×42 2S×42 1W×19 ]

THIS IS A BEAUTIFUL SHAPE. DON'T TOUCH 566777S, AS IT CAN BECOME 2 SEQUENCES OR 1 SEQUENCE + 1 HEAD. 58M AND 25P ARE EQUIVALENT FROM BOTH TENPAI AND WIN RATES, BUT YOU CAN SEE THE 567 SANSHOKU (BY DRAWING EITHER 6P OR 7P), SO CUTTING 8M IS THE BETTER CHOICE

001  
}  
030

**Q 028**

[ 東1局 西家 7巡目 ]



031  
}  
060

061  
}  
090

**Q 029**

[ 東1局 西家 7巡目 ]



091  
}  
120

121  
}  
150

**Q 030**

[ 東1局 西家 7巡目 ]



151  
}  
180

181  
}  
210

211  
}  
240

241  
}  
270

271  
}  
301

IF YOU HAVE ALREADY  
ESTABLISHED YOUR  
STYLE,  
FOLLOW IT!



[ 東1局 西家 7巡目 ]

A 028



1シャンテン [ 35 bamboo × 42 36 bamboo × 33 37 bamboo × 29 38 bamboo × 23 39 bamboo × 8 ]

FIXING 35 AS HEAD IS BEST BOTH FOR TILE ACCEPTANCE AND VALUE. THE BEST FORM FOR THE TENPAI CAN BE MENTANPIN IPEIKOU. DEPENDING ON HOW YOU VIEW IT, YOU CAN SEE BOTH 25 AND 55 AS FLOATING. THERE'S NO POINT IN KEEPING BOTH, AS THEY'RE ON THE SAME SUJI.

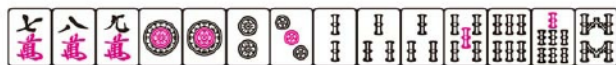
001  
030

031  
060

061  
090

[ 東1局 西家 7巡目 ]

A 029



1シャンテン [ 123P Aryanmen × 34 123P Aryanmen × 29 123P Aryanmen × 25 123P Aryanmen × 23 123P Aryanmen × 8 ]

->1123P:- EDGE ARYANMEN, WILL BE SEQUENCE+HEAD ON DRAWING 14P, OR WILL BE IPEIKOU ON DRAWING 23P (EITHER KANCHAN OR PENCHAN WAIT). BOTH OUTCOMES HAVE THE SAME PROBABILITY TO HAPPEN. IF YOU END UP WITH A BAD WAIT IPEIKOU, THE WIN RATE IS GOING TO DECREASE, SO THE AIM IS TO AVOID THE BAD SHAPE TENPAI BY CUTTING 1P.

091  
120

121  
150

151  
180

[ 東1局 西家 7巡目 ]

A 030



1シャンテン [ 123P Aryanmen × 29 123P Aryanmen × 23 123P Aryanmen × 22 123P Aryanmen × 16 123P Aryanmen × 16 123P Aryanmen × 15 ]

IF YOU CUT 25, YOU'LL HAVE A RYANMEN + KANCHAN WAITING ON 4-6-95, AND THE EDGE 1123P ARYANMEN. BOTTLENECK WILL BE THE 6-TILES ARYANMEN WAIT. INSTEAD OF GOING THERE, LET'S DROP 1P AND GET FULL RYANMEN OVER ARYANMEN SHAPES. (TL NOTE: HEADLESS SHAPE, PRETTY GOOD WHEN YOU HAVE CONNECTED TILES)

181  
210

211  
240

241  
270

271  
301



アバウト何切る理論 ①

比較論 その2

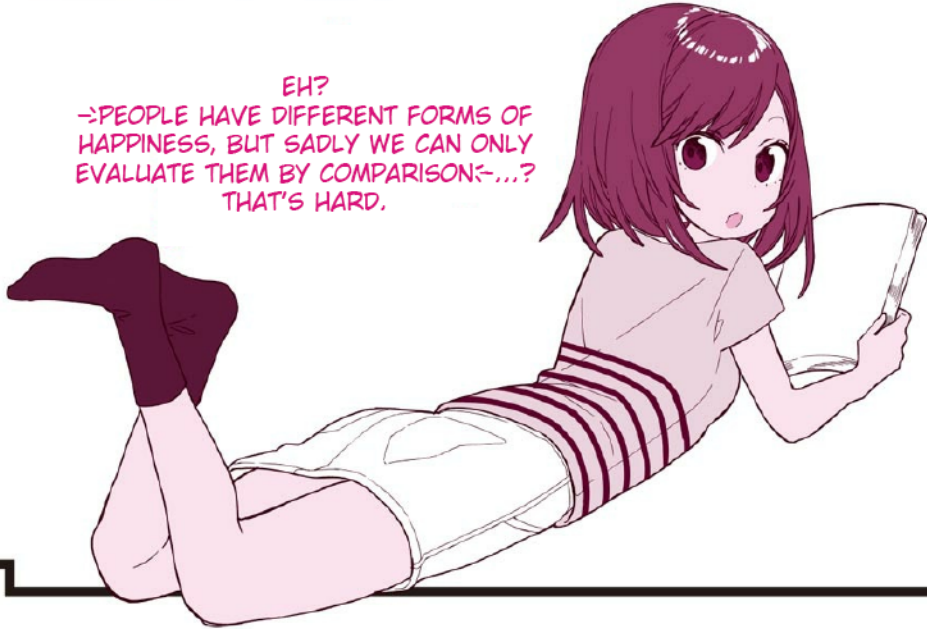


DEPENDING ON THE ORDER IN WHICH KANCHAN IS DROPPED, THERE IS A DIFFERENCE IN THE TILE ACCEPTANCE. IF YOU GIVE PRIORITY TO YOUR OWN HAND, YOU SHOULD CUT FROM THE OUTSIDE, SO 2M. THIS IS BECAUSE THANKS TO 4M, IF YOU DRAW 5M YOU CAN MAKE A SANMENCHAN WAIT. YOU'LL DROP THE 4M NOT ONLY WHEN YOU ADVANCE IN SHANTEN (OF COURSE) BUT ALSO WHEN DRAWING TILES THAT IMPROVE OTHER GROUPS (SUCH AS 4S OR 6S) EVEN IF YOU DON'T IMPROVE THE SHANTEN.

IF YOU CHOOSE TO CUT 8P, REMEMBER THAT 7P BECOMES AN ACCEPTED TILE UNTIL YOU CUT THE SECOND 8P

THAT'S AN EXAMPLE OF HOW VALUE CHANGES WITH THE DEGREE OF RISK:  
 ->IN WHICH ORDER TO CUT BLOCKS-< ->HOW LONG WILL YOU KEEP THE 2ND TILE IN YOUR HAND (INSTEAD OF A SAFE ONE)-< AND SIMILAR THINGS.

YOU MAY WANT TO SIMPLIFY AND ASSUME YOU'LL DROP THE BLOCK IN 2 CONSECUTIVE TURNS.



EH?  
 ->PEOPLE HAVE DIFFERENT FORMS OF HAPPINESS, BUT SADLY WE CAN ONLY EVALUATE THEM BY COMPARISON-<...? THAT'S HARD.

001  
~  
030

### Q 031

[ 東1局 東家 5巡目 ]



031  
~  
060



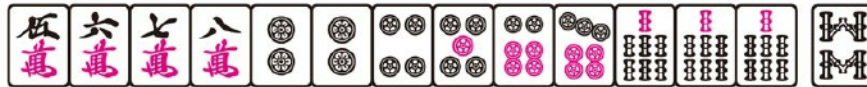
061  
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090

### Q 032

[ 東1局 東家 5巡目 ]



091  
~  
120



121  
~  
150

### Q 033

[ 東1局 東家 5巡目 ]



151  
~  
180



181  
~  
210

211  
~  
240

241  
~  
270

271  
~  
301

EVEN IF IT'S "GREAT LUCK" AT OMIKUJI  
->NO GOOD PARTNER<-  
(´・ω・`)



[ 東1局 東家 5巡目 ]

**A 031**



1シャンテン [ × 50 × 42 × 42 × 42 × 42 × 21 ]

GOING FOR SANSHOKU GIVES THE BEST EXPECTED VALUE. IT'S EASY TO SEE IF YOU DRAW THE 3P.

001  
}  
030

031  
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060

061  
}  
090

[ 東1局 東家 5巡目 ]

**A 032**



1シャンテン [ × 50 × 38 × 38 × 38 × 38 × 21 ]

IT'S DIFFICULT TO MAKE ANOTHER SEQUENCE NEAR THE TRIPLET. THE GOAL IS TO MAKE A WIDE WAIT, TAKING ADVANTAGE OF THE 2 4 TILES SHAPES IN PINZU AND MANZU. KEEPING 8S MAKES IT EASY TO LOSE TANYAO AND IT ISN'T NEEDED FOR SANSHOKU EITHER.

091  
}  
120

121  
}  
150

151  
}  
180

[ 東1局 東家 5巡目 ]

**A 033**



1シャンテン [ × 50 × 46 × 46 × 38 × 38 × 17 ]

IT IS EASY TO GET TANYAO, AND KEEPING 6S LETS YOU UTILIZE AKA 5S AND MAYBE GET SANSHOKU. FIXING 3P AS HEAD IS THE CORRECT ANSWER.

181  
}  
210

211  
}  
240

241  
}  
270

271  
}  
301

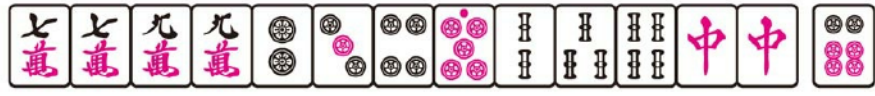
001  
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030

**Q 034**

[ 東1局 東家 8巡目 ]



031  
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060



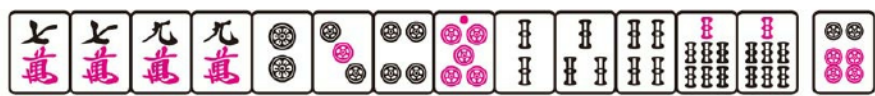
061  
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090

**Q 035**

[ 東1局 東家 8巡目 ]



091  
~  
120



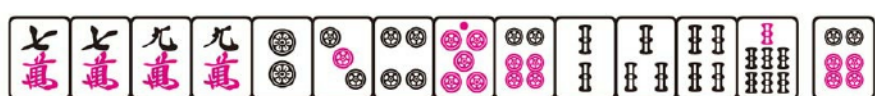
121  
~  
150

**Q 036**

[ 東1局 東家 8巡目 ]



151  
~  
180



181  
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210

211  
~  
240

241  
~  
270

271  
~  
301

WHAT'S =>DIGITAL<= SCHOOL?  
EH? THEY DON'T EVEN  
BELIEVE IN FORTUNES?

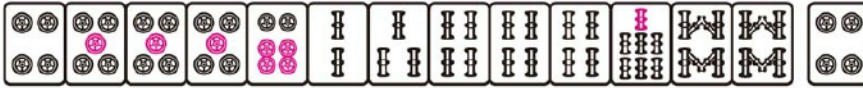




001  
~  
030

### Q 037

東1局 東家 6巡目

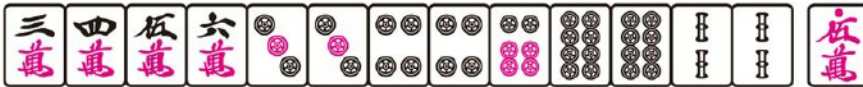


031  
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060

061  
~  
090

### Q 038

東1局 東家 7巡目



091  
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120

121  
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150

### Q 039

東1局 東家 7巡目



151  
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180

181  
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210

211  
~  
240

241  
~  
270

271  
~  
301

⇒THOSE WHO BELIEVE WILL BE  
SAVED⇐, BUT SOMETIMES YOU WILL  
FAIL NO MATTER WHAT YOU BELIEVE IN.



[ 東1局 東家 6巡目 ]



**A 037**



1シャンテン [ ×23 ×22 ×17 ×17 ×16 ]

YOU CAN SEE SANANKOU/SUANKOU, BUT TO GET IT YOU'LL NEED TO CUT 6P OR 7S AND FIX THE PAIRS. STAY REAL, BECAUSE YOU DON'T NEED IT AS YOU'RE DEALER. IT'S BETTER TO DROP 5P. THIS WAY YOU GET RYANPEIKOU IISHANTEN IF YOU GET 2/3S. 8S GIVES BETTER ACCEPTANCE, BUT ONLY BY 1 TILE. BECAUSE YOU LOSE YAKU, ITS EXPECTED VALUE IS LOWER THAN 5P.

001  
}  
030

031  
}  
060

061  
}  
090

091  
}  
120

[ 東1局 東家 7巡目 ]



**A 038**



1シャンテン [ ×9 ×9 ×9 ×9 ]

YOU KEEP BOTH MENTANPIN AND CHIITOI POSSIBILITIES OPEN. THE BACK-DRAW IS ONLY THE 7P ACCEPTANCE. IF YOU GET 2P-5P FORGET CHIITOI AND HEAD TOWARDS MENTANPIN IPEIKOU, BY DROPPING WITHER 8P OR 2S.

121  
}  
150

151  
}  
180

181  
}  
210

[ 東1局 東家 7巡目 ]



**A 039**



1シャンテン [ ×19 ×19 ×19 ×15 ×10 ×10 ]

BECAUSE OF THE GOOD SHAPE IN MANZU, THE PROBABILITY OF INSTANT RIICHI IS HIGHER THAN THE PROBABILITY OF IMPROVING TO PERFECT IISHANTEN. IN THIS CASE, I DROP 6P TO GET THE BEST END SHAPE IF YOU GET TENPAI BY DRAWING MANZU.

211  
}  
240

241  
}  
270

271  
}  
301

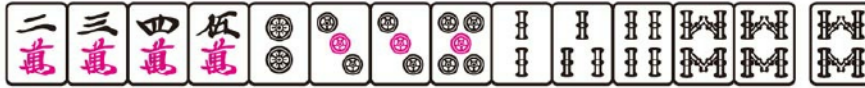
001  
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030

**Q 040**

[ 東1局 西家 8巡目 ]



031  
}>  
060



061  
}>  
090

**Q 041**

[ 東1局 西家 8巡目 ]



091  
}>  
120



121  
}>  
150

**Q 042**

[ 東1局 東家 7巡目 ]



151  
}>  
180



181  
}>  
210

211  
}>  
240

I INSTALLED THE PEDOMETER APP,  
I TRIED TO CALCULATE THE  
CALORIES, BUT DO I HAVE TO PAY  
FOR THAT FEATURE?  
EH? THIS APP...



241  
}>  
270

271  
}>  
301

[ 東1局 西家 8巡目 ]

**A 040**



1シャンテン [ ×41 ×37 ×24 ×24 ×20 ]

AS FAR AS TILE ACCEPTANCE GOES, THE CORRECT ANSWER IS 2P. DROPPING IT GIVES THE BEST PROBABILITY TO GET INTO TENPAI, BUT SINCE IT MAY LEAD TO MANY BAD WAIT TENPAI, BOTH THE EXPECTED VALUE AND THE WIN RATE ARE LOWER.

REMEMBER THAT THE GOAL ISN'T GETTING IN TENPAI, IT'S WINNING. LET'S MAKE IT SO THE TENPAI ALWAYS HAS A GOOD WAIT (WORST CASE IS 1P DRAW, FOR 6 TILES NOBETAN WAIT) BY DROPPING 5P.

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030

031  
}  
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061  
}  
090

091  
}  
120

[ 東1局 西家 8巡目 ]

**A 041**



1シャンテン [ ×33 ×29 ×24 ]

FIXING THE HEAD IS FINE. EVEN IF YOU WERE TO CUT 5P, IT IS UNLIKELY THAT THE FINAL TENPAI SHAPE WILL WAIT ON THE RYANMEN 1-4P. THIS WAY YOU'LL BE READY FOR A RYANMEN TENPAI ON 6P DRAW.

121  
}  
150

151  
}  
180

181  
}  
210

[ 東1局 東家 7巡目 ]

**A 042**



1シャンテン [ ×24 ×24 ×21 ×20 ×18 ]

CUTTING 3P OR 5S GIVES THE SAME ACCEPTANCE. EVEN THOUGH THE CLOSED HAND ESTIMATED VALUE FOR 5S IS BETTER, IT'S BETTER TO CONSIDER CALLING EFFICIENCY BECAUSE WE ALREADY HAVE A MANGAN HAND. CALL PON ON 3P, 2S, 3S, AND CALL CHI ON 4P AND 6S. IN PARTICULAR, 2S LOOKS EASY TO CALL (OR WIN) BECAUSE OF THE 3S TRIPLET YOU HAVE IN YOUR HAND (ONE CHANCE).

211  
}  
240

241  
}  
270

271  
}  
301

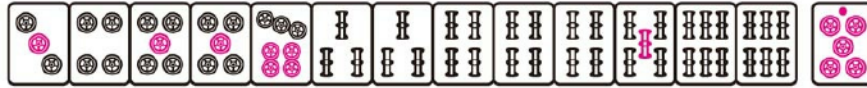
001  
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030

**Q 043**

[ 東1局 東家 6巡目 ]



031  
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060



061  
}>  
090

**Q 044**

[ 東1局 東家 6巡目 ]



091  
}>  
120



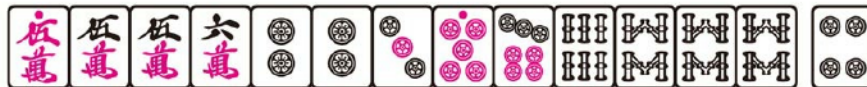
121  
}>  
150

**Q 045**

[ 東1局 東家 6巡目 ]



151  
}>  
180



181  
}>  
210

211  
}>  
240

241  
}>  
270

271  
}>  
301

THEY SAY NAGOYA IS A  
->CAR SOCIETY<-. BUT...  
A SEARCH FOR "RUNNING IN  
NAGOYA" WILL BRING UP A LOT  
OF SCARY DESCRIPTIONS



[ 東1局 東家 6巡目 ]

**A 043**



1シャンテン [ ×23 ×21 ×20 ×20 ×19 ×13 ]

I'D LIKE TO KEEP THE DORA 7P, BUT THAT KANCHAN ACTS AS A BOTTLE-NECK. MOREOVER, CALLING CHI ON 6P MAKES THE HAND ONLY 3 HAN. IF YOU GET A CLOSED TENPAI ON SOUZU, YOU'D PROBABLY DROP DORA 7P ANYWAY. ALSO, SINCE YOU HAVE THE CHANCE OF SANANKOU, 7P DISCARD BECOMES THE ONE WITH THE BEST EXPECTED VALUE.

001  
}  
030

**031**  
}  
**060**

061  
}  
090

091  
}  
120

[ 東1局 東家 6巡目 ]

**A 044**



1シャンテン [ ×21 ×20 ×16 ×14 ×13 ]

EVEN IF YOU KEEP DORA, YOU'D DROP IT AT TENPAI (WITH THE EXCEPTION OF DRAWING 6P). THE PROBABILITY OF DRAWING 5S FOR IPEIKOU IS THE SAME AS THE ONE OF DRAWING 6P. KEEPING THE DORA IS ALWAYS NICE, BUT YOU'D RATHER GET 6S TRIPLET IN TENPAI.

121  
}  
150

151  
}  
180

181  
}  
210

[ 東1局 東家 6巡目 ]

**A 045**



1シャンテン [ ×36 ×36 ×34 ×22 ]

IF THE MANZU SHAPE STAYS AS IT IS UNTIL TENPAI, YOU'LL GET A 3 SIDED WAIT, BUT YOU'LL HAVE TO DROP DORA 6S. IT'D BE NICE TO USE 6S AND GET TANYAO DORA 3 FOR MANGAN.  
->CALL FOR MANGAN-< THAT'S THE SAYING, AND YOU SHOULD AIM FOR IT EVEN IF YOU GET A BAD WAIT TENPAI.

211  
}  
240

241  
}  
270

271  
}  
301

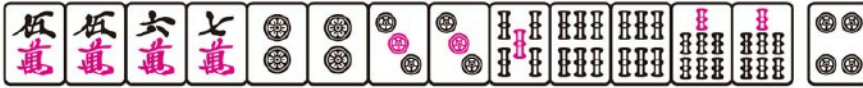
001  
}  
030

**Q 046**

[ 東1局 西家 7巡目 ]



031  
}  
060



061  
}  
090

**Q 047**

[ 東1局 西家 7巡目 ]



091  
}  
120



121  
}  
150

**Q 048**

[ 東1局 西家 7巡目 ]



151  
}  
180



181  
}  
210

211  
}  
240

241  
}  
270

271  
}  
301

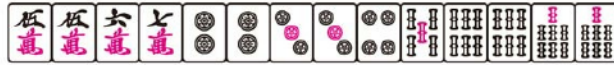
->IT'S A TRIP TO HOME-< IS SAID, BUT  
IN NAGOYA IT IS ->BE CAREFUL, BE-  
CAUSE YOU NEVER KNOW WHEN YOU  
MIGHT GET INTO A TRAFFIC ACCIDENT-<  
(IT'S NOT TRUE)



[ 東1局 西家 7巡目 ]



A 046



1シャンテン [ 17M × 30 17P × 19 17S × 19 17D × 17 17G × 17 ]

IF YOU FIX 5M AS THE HEAD, YOU CAN AIM FOR MENTANPIN RYANPEIKOU, BUT YOU END UP LOSING TOO MUCH TILE ACCEPTANCE. IN PARTICULAR, DRAWING 1P WOULD RUIN THE HAND, SO IT IS FINE TO GO FOR THE MAXIMUM ACCEPTANCE

001  
030

031  
060

061  
090

[ 東1局 西家 7巡目 ]



A 047



1シャンテン [ 17M × 24 17P × 17 17S × 16 ]

THE BEST ACCEPTANCE IS 6M, BUT YOU'RE MISSING THE HEAD AND IT LOOKS DIFFICULT TO GET IT BACK. CUTTING 1M IS BETTER BOTH FROM THE VALUE AND THE ACCEPTANCE THAN CUTTING 7M (AND KEEPING THE 135M RYANKAN). ON 3-4-6M DRAWS YOU GET MENTANPIN TENPAI, WHOSE VALUE AND SPEED ARE GOOD. ON 5-7-8M DRAWS YOU INSTEAD GET THE CHANCE TO IMPROVE THE SHAPE OF YOUR HAND.

091  
120

121  
150

151  
180

181  
210

[ 東1局 西家 7巡目 ]



A 048



1シャンテン [ 17M × 38 17P × 37 17S × 33 17D × 16 ]

IT IS ADVANTAGEOUS TO FIX THE HEAD BECAUSE IT'S EASY TO GET TANYAO AND IPEIKOU. IT IS SAID →WHEN IN DOUBT, CUT ARYANMEN←, BUT THIS TIME THE STRONGEST SHAPE IS THE MANZU BULGING ONE. FIXING THE HEAD GIVES THE BEST EXPECTED VALUE.

211  
240

241  
270

271  
301

001  
~  
030

### Q 049

[ 東1局 西家 7巡目 ]



031  
~  
060



061  
~  
090

### Q 050

[ 東1局 西家 4巡目 ]



091  
~  
120



121  
~  
150

### Q 051

[ 東1局 西家 4巡目 ]



151  
~  
180



181  
~  
210

211  
~  
240

241  
~  
270

271  
~  
301

I DON'T LIKE SMOKING.  
I HOPE AT LEAST THAT  
THE SMELL DOESN'T  
STICK TO MY CLOTHES.



[ 東1局 西家 7巡目 ]

**A 049**



1シャンテン [ 2p×33 6m×21 9m×21 3p×21 4s×21 ]

CUTTING 7P GIVES A WIDER WAIT, BUT IF YOU WERE TO DRAW 6M YOU'D HAVE TO DROP AKA FOR RIICHI NOMI. BY DROPPING 9M YOU GET TANYAO AND ALWAYS KEEP THE AKA, SO THE ACCEPTANCE LOSS IS WORTH IT. A DRAW OF 5P WILL MAKE THE WAIT 4-SIDED.

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030

**031**  
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**060**

061  
}  
090

[ 東1局 西家 4巡目 ]

**A 050**



1シャンテン [ 3m×12 6m×12 8m×10 ] 2シャンテン [ 9s×66 ]

IF YOU TAKE IISHANTEN, YOU'RE GOING STRAIGHT INTO BAD WAIT NO YAKU. BECAUSE YOU HAVE 3 HEADS, DROPPING ONE DOESN'T IMPACT TOO MUCH ON SPEED. BY CUTTING BOTH 9S YOU CAN ALSO GET TANYAO.

091  
}  
120

121  
}  
150

151  
}  
180

[ 東1局 西家 4巡目 ]

**A 051**



1シャンテン [ 6m×12 3p×12 8m×10 ] 2シャンテン [ 10s×58 ]

BECAUSE TON IS A YAKUHAJI, YOU CAN MOVE FORWARD WITH 3 HEADS, WHILE ASSUMING YOU'LL CALL ON IT (OR GET INTO SHANPON RIICHI). DEPENDING ON YOUR DRAWS YOU MAY ALSO GET 345 OR 456 SANSHOKU.

181  
}  
210

211  
}  
240

241  
}  
270

271  
}  
301

001  
}  
030

### Q 052

[ 東1局 西家 7巡目 ]



031  
}  
060



061  
}  
090

### Q 053

[ 東1局 西家 7巡目 ]



091  
}  
120



121  
}  
150

### Q 054

[ 東1局 西家 7巡目 ]



151  
}  
180



181  
}  
210

211  
}  
240

241  
}  
270

271  
}  
301

THE BEST ADVANTAGE OF  
NET MAHJONG IS THAT YOU  
DON'T HAVE TO WORRY  
ABOUT CIGARETTE SMOKE.



[ 東1局 西家 7巡目 ]



**A 052**



1シャンテン [ 4 × 16 7 × 16 13 × 16 ]

IF YOU DROP 7S AND DRAW 6S, YOU CAN GET A 3-SIDED WAIT.

001  
}  
030

031  
}  
060

[ 東1局 西家 7巡目 ]



**A 053**



1シャンテン [ 4 × 19 7 × 16 13 × 16 14 × 16 15 × 16 ]

THE BEST ACCEPTANCE IS 4M, BUT SINCE YOU CAN GET PINFU, THE REAL CHOICE IS BETWEEN 7M AND 8M. THE TILE ACCEPTANCE IS THE SAME, BUT YOU CAN SEE THE DIFFERENCE WHEN DRAWING TILES NEAR THE UNFINISHED SHAPES. I'LL SHOW IT IN THE CASE OF A DORA DRAW:



ACCEPTANCE IS NOW 20 TILES.

DROPPING THE 8S, YOU GET AN IMPROVEMENT OF TILES FROM BEFORE.



ACCEPTANCE IS NOW 23 TILES.

IF YOU DROP THE 7M, YOU'RE NOW WAITING ON 2-5-8S IN THE SOUZU. THE THEORY SAYS TO KEEP THE CONNECTED SHAPE INTACT.

061  
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090

091  
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120

121  
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150

151  
}  
180

181  
}  
210

[ 東1局 西家 7巡目 ]



**A 054**



1シャンテン [ 13 × 16 4 × 12 7 × 12 ] 2シャンテン [ 13 × 56 ]

IF YOU WANT TO KEEP BOTH DORA, THE RESULTING SHAPE IS TOO LIMITED. YOU WOULDN'T GET MANGAN BY CALLING ANYWAY, SO LET'S TSUMOGIRI WITHOUT WORRY (YOU CAN VERY REALISTICALLY GET A CLOSED MANGAN WITH RIICHI DORA 2 + 1 OTHER HAN FROM TSUMO/TANYAO/URA, BUT THIS IS TOO SLOW)

211  
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271  
}  
301

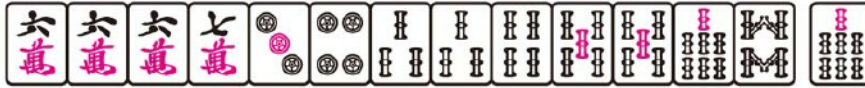
001  
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030

**Q 055**

[ 東1局 西家 7巡目 ]



031  
}>  
060



061  
}>  
090

**Q 056**

[ 東1局 西家 7巡目 ]



091  
}>  
120



121  
}>  
150

**Q 057**

[ 東1局 西家 7巡目 ]



151  
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180



181  
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210

211  
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240

241  
}>  
270

271  
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301

THE WORD =>GYARU< IS NOT USED ANYMORE, SO WHY DON'T THE =>GYARU PARLORS< GO AWAY TOO?



[ 東1局 西家 7巡目 ]

**A 055**



1シャンテン [ 7M × 11 11P × 11 ]

THE CHOICE IS BETWEEN 7M AND 8S. IF YOU KEEP 8S AND DRAW 9S, YOU GET A WIDE IISHANTEN BUT YOU LOSE TANYAO, SO IT'S NOT OPTIMAL. LET'S KEEP 7M AND LEAVE THE OPTION TO REMOVE THE 33455S BAD SHAPE LATER.

001  
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030

031  
}  
060

061  
}  
090

[ 東1局 西家 7巡目 ]

**A 056**



1シャンテン [ 7M × 15 11P × 12 13P × 11 ]

MAXIMUM ACCEPTANCE. YOU HAVE IPEIKOU CHANCE, AND IF YOU PUT ASIDE THE COMPLETED SHAPE 345S YOU CAN SEE A RYANKAN WAIT:



091  
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120

121  
}  
150

151  
}  
180

[ 東1局 西家 7巡目 ]

**A 057**



1シャンテン [ 7M × 29 11P × 25 13P × 25 ]

IF YOU DROP 7M THERE'S A HIGH CHANCE THAT THE FINAL SHAPE WON'T HAVE PINFU AND YOU'LL HAVE A ARYANMEN WAIT. IF YOU CUT 3S, YOU'RE MORE LIKELY TO GET PINFU AND A GOOD SHAPE TENPAI, SO THE WIN RATE AND EXPECTED VALUE ARE BETTER EVEN IF YOU LOSE IPEIKOU.

181  
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210

211  
}  
240

241  
}  
270

271  
}  
301

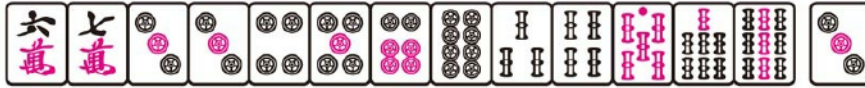
001  
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030

**Q 058**

[ 東1局 西家 7巡目 ]



031  
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060



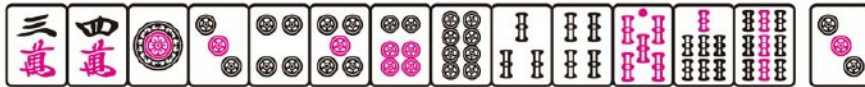
061  
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090

**Q 059**

[ 東1局 西家 7巡目 ]



091  
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120



121  
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150

**Q 060**

[ 東1局 西家 7巡目 ]



151  
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180



181  
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210

211  
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240

241  
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270

271  
~  
301

MANAGER MYTH:  
->AN EMPLOYEE OF THE  
MAHJONG PARLOR IS ALSO ITS  
BEST CUSTOMER<-



[ 東1局 西家 7巡目 ]

**A 058**



1シャンテン [ ×24 ×18 ×18 ]

8P IS BEST FOR ACCEPTANCE, BUT IT IS BETTER TO AIM FOR GOOD WAIT AND TANYAO. AS FOR THE PINZU SHAPE, IF YOU SEE 3P AS A TRIPLET YOU GET A TANKI, IF YOU SEE THEM AS HEAD YOU GET A KANCHAN. ASSUMING YOU'LL DRAW 58M, THE TENPAI SHAPE OF THE HAND WILL BE THE IRREGULAR 78P WAIT.

001  
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030

031  
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061  
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090

[ 東1局 西家 7巡目 ]

**A 059**



1シャンテン [ ×12 ×12 ]

EVEN IF YOU WERE TO DRAW 2P, THAT WOULDN'T BECOME A GOOD SHAPE. BY CUTTING 1P YOU HAVE THE FOLLOWING POSSIBILITIES: DRAWING 7P LETS YOU WAIT ON 369P 3 SIDED WAIT, DRAWING 3P LETS YOU WAIT ON 78P IRREGULAR WAIT. OF COURSE, THE BEST CASE SCENARIO IS STARTING BY DRAWING 8S.

091  
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120

121  
}  
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151  
}  
180

[ 東1局 西家 7巡目 ]

**A 060**



1シャンテン [ ×19 ×19 ]

YOU HAVE A GOOD SHAPE FOR MENTANPIN AKA. AS THE SHAPE IS ALREADY SET IN STONE, PRIORITY IS GIVEN TO SAFETY, SO 8P IS DROPPED FIRST. THE BENEFIT IN KEEPING 8P WOULD BE A WIDER IISHANTEN IF YOU WERE TO DRAW 7P. BUT IF YOU DRAW 7P YOU'LL LOOK AT 567 SANSHOKU, SO THERE'S NO BIG REASON TO KEEP 8P.



181  
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210

211  
}  
240

241  
}  
270

271  
}  
301

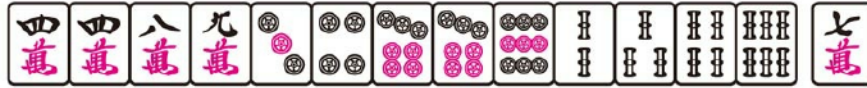
001  
}  
030

**Q 061**

[ 東1局 東家 5巡目 ]



031  
}  
060



061  
}  
090

**Q 062**

[ 東1局 東家 5巡目 ]



091  
}  
120



121  
}  
150

**Q 063**

[ 東1局 東家 5巡目 ]



151  
}  
180



181  
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210

211  
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240

241  
}  
270

271  
}  
301

THE PHRASE →WHEN IN  
DOUBT, ...← HAS APPEARED  
SOME TIMES IN THIS BOOK.  
PLEASE FOLLOW IT



[ 東1局 東家 5巡目 ]



**A 061**



1シャンテン [ 6S×16 2P×12 6P×12 ]

IF YOU KEEP 6S, THERE'S A CHANCE OF 3 SIDED WAIT IF YOU DRAW 5S, BUT SINCE YOU'LL GET A PINFU ANYWAY IF YOU DRAW 8P, YOU CAN MOVE FORWARD WITH THE MAXIMUM EFFICIENCY. BECAUSE THERE'S A DORA, LET'S CALL INSTANT RIICHI EVEN IF WE COMPLETE THE RYANMEN WAIT FIRST.

001  
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030

031  
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060

061  
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090

[ 東1局 東家 5巡目 ]



**A 062**



1シャンテン [ 7M×12 6P×12 ]

AIM FOR TENPAI ON 7M DRAW OR TO DRAW SOMETHING NEAR THE 6S. THE BASIC OF EFFICIENCY IS TO LEAVE A STRONG LEFTOVER TILE OVER BAD ONES.

091  
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120

121  
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151  
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180

[ 東1局 東家 5巡目 ]



**A 063**



2シャンテン [ 9M×24 8S×24 9S×24 6P×24 ]

6 BLOCKS HAND. THE HEADS CAN IMPROVE TO RYANMEN, SO CUT THE WEAKEST BLOCK (89M PENCHAN). THERE'S NOT MUCH DIFFERENCE IN WHICH TILE TO DROP FIRST, BUT YOU CAN GET A RYANKAN ON 6M DRAW IF YOU KEEP 8M. SO LET'S DROP 9M.

181  
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241  
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270

271  
}  
301

001  
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030

**Q 064**

[ 東1局 東家 7巡目 ]



031  
}>  
060



061  
}>  
090

**Q 065**

[ 東1局 東家 7巡目 ]



091  
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120



121  
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150

**Q 066**

[ 東1局 東家 7巡目 ]



151  
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180



181  
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210

211  
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241  
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270

271  
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301

TIPS AND TRICKS ARE  
IMPORTANT, BUT SO IS  
HAVING LESS  
->HESITATION-<



[ 東1局 東家 7巡目 ]



**A 064**



1シャンテン [ 9-9 × 19 6-9 × 16 10-9 × 15 ]

IT IS PINFU ON BOTH 9M AND 9P DROP, BUT IF YOU DROP 9M YOU GET A RYANMEN-KANCHAN WAITING ON 3-68M

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031  
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061  
}<br>090

[ 東1局 東家 7巡目 ]



**A 065**



1シャンテン [ 10-9 × 15 9-9 × 11 6-9 × 8 ]

THE FIRST THING TO DO IS TO CONFIRM TANYAO. DON'T KEEP 9M JUST TO ACCEPT 8M, THIS TIME THERE IS LITTLE MEANING IN HAVING THE RYANMEN-KANCHAN.

091  
}<br>120

121  
}<br>150

[ 東1局 東家 7巡目 ]



**A 066**



1シャンテン [ 9-9 × 15 10-9 × 15 10-8 × 15 6-9 × 12 ]

IF YOU KEEP 9M AND DRAW 8M, YOU COULD GET 456 SANSHOKU LIKE SO:



HOWEVER, YOU'LL HAVE TO CUT 8P.

THE PRIORITY SHOULD GO TO TANYAO, AS I'D RATHER GO FOR MENTANPIN THAN THE SANSHOKU. MOREOVER THE FINAL SHAPE WOULD BE A WEAK KANCHAN. IT IS BETTER TO COMPLETE THE KANCHAN AS FAST AS POSSIBLE BY DRAWING 5-7P, OR TO IMPROVE THE SHAPE TO PERFECT IISHANTEN BY DRAING 6-8P. BY DOING THIS YOU ALSO KEEP THE POSSIBILITY OF 456 SANSHOKU STILL OPEN.

151  
}<br>180

181  
}<br>210

211  
}<br>240

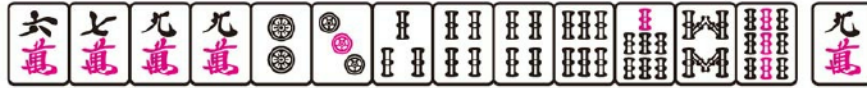
241  
}<br>270

271  
}<br>301

001  
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030

**Q 067**

[ 東1局 東家 7巡目 ]

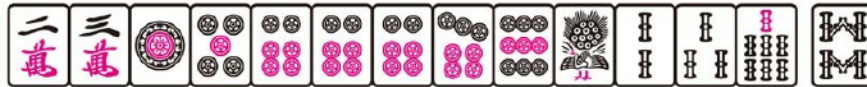


031  
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**Q 068**

[ 東1局 東家 4巡目 ]

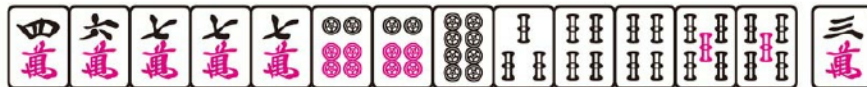


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**Q 069**

[ 東1局 西家 7巡目 ]



151  
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180

181  
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210

211  
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240

241  
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270

271  
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301




THERE IS MORE THAN ONE  
WAY TO SOLVE IT. FIND THE  
ANSWER THAT WORKS  
FOR YOU.



[ 東1局 東家 7巡目 ]

**A 067**



1シャンテン [  × 16  × 16  × 16 ]

IF YOU CUT 3S YOU'LL BE ABLE TO SWITCH THE HEAD TO 6S WHEN YOU DRAW ANOTHER. HOWEVER, WHEN DRAWING 2-5S, IT IS BETTER TO CHANGE TO A WIDER SHAPE THAT INCLUDES PINFU POSSIBILITIES. AS SHOWN BELOW, IT IS A WIDE IISHANTEN WAITING ON 8 KINDS, 28 TILES



[ 東1局 東家 4巡目 ]

**A 068**



1シャンテン [  × 16  × 16 ]




THE 123 SANSHOKU ISN'T REALISTIC BECAUSE YOU ALREADY HAVE TOO MANY OTHER BLOCKS, SO YOU SHOULDN'T EXPECT IT. THE QUESTION IS WHETHER TO DROP 1P OR 9P FIRST. IF YOU KEEP 9P, YOU CAN GET THE FOLLOWING GOOD SHAPE ON 8P DRAW



[ 東1局 西家 7巡目 ]

**A 069**



1シャンテン [  × 15  × 15  × 11 ]

TWO CHOICES: 6M OR 8P. IF YOU KEEP 8P, AND TSUMO 7P, YOU'LL GET A WIDE IISHANTEN WITH A PINFU POSSIBILITY. IF YOU KEEP 6M AND DRAW 5M, YOU'LL STILL HAVE TO WAIT FOR 3-6S TO WIN THE HAND, SO THERE IS NO POINT IN KEEPING IT. IT BECOMES A QUESTION OF SAFETY, SO THE MORE DANGEROUS 6M IS CUT FIRST.

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210

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240

241  
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270

271  
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301

001  
}  
030

**Q 070**

[ 東1局 西家 7巡目 ]



031  
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061  
}  
090

**Q 071**

[ 東1局 西家 7巡目 ]



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121  
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150

**Q 072**

[ 東1局 西家 7巡目 ]



151  
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181  
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210

211  
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240

241  
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270

271  
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301

IT'S HARD TO FIND AN  
UNIVERSAL THEORY.  
IT'S ALL ABOUT KNOWING  
WHICH TO USE AND  
WHEN TO USE IT.



[ 東1局 西家 7巡目 ]

A 070



1シャンテン [ 4C×16 1P×16 4P×16 ]

A HEAD IS DROPPED TO AIM FOR PINFU. IF YOU START BY CUTTING 9P, YOU CAN STILL INCORPORATE 8P FOR ITTSUU. IF YOU INSTEAD DROP 1S, YOU CAN STILL GET ITTSUU, BUT IT'LL BE SLOWER AS YOU'RE MISSING THE HEAD.

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090

[ 東1局 西家 7巡目 ]

A 071



テンパイ [ 1C×4 ] 1シャンテン [ 1C×44 4P×50 ]

A TYPICAL EXAMPLE ON WHEN TO USE FLOATING TILES. WITHOUT TAKING THE TENPAI, CUT ONE 7P. YOU CAN SEE THE POSSIBILITY OF TANYAO, SANSHOKU, AKA, ITTSU. IN CERTAIN SITUATIONS, THERE'S ALSO THE POSSIBILITY OF REFUSING TENPAI AND CUTTING 1P.

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151  
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180

[ 東1局 西家 7巡目 ]

A 072



1シャンテン [ 1S×12 4C×12 4P×12 ]

A TYPICAL EXAMPLE ON WHEN TO AVOID FLOATING TILES. IT'S TEMPTING TO LOOK AT 8P PAIR, AND CUT IT TO MAKE A FLOATING TILE. HOWEVER, WHEN YOU DRAW SOMETHING NEAR ANOTHER BLOCK, SUCH AS 6M, YOU'LL HAVE TO DROP THE 2ND 8P ANYWAY.

IN THIS SITUATION IT'S BETTER TO CUT A PAIR, LOOKING AT THE PERFECT IISHANTEN IMPROVEMENTS. ON 7P DRAW, YOU'LL GET THE IISHANTEN SHOWN BELOW. YOU CAN SEE ITTSUU OR TANYAO, IF YOU FIRST COMPLETE A PAIR.



181  
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210

211  
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240

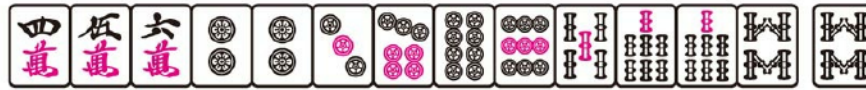
241  
}  
270

271  
}  
301

001  
}  
030

**Q 073**

[ 東1局 東家 7巡目 ]

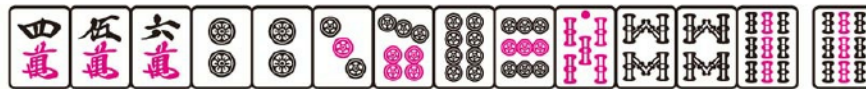


031  
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061  
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090

**Q 074**

[ 東1局 東家 7巡目 ]



091  
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120

121  
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**Q 075**

[ 東1局 東家 7巡目 ]



151  
}  
180

181  
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210

211  
}  
240

241  
}  
270

271  
}  
301

CHOOSING ON A HUNCH IS  
NOT A BAD THING,  
ADJUST YOUR INSTINCT  
TO MATCH THE ACTUAL  
ANSWERS.



[ 東1局 東家 7巡目 ]

**A 073**



1 シャンテン [ ×22 ×16 ×16 ×14 ×8 ]

MAXIMUM ACCEPTANCE. THERE'S NO BACKFIRE ON 6-9S, YOU WANT THE IIPAIKOU.

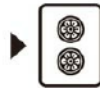
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061  
}  
090

[ 東1局 東家 7巡目 ]

**A 074**



1 シャンテン [ ×18 ×12 ×10 ] 2 シャンテン [ ×41 ]

OF COURSE CUTTING AKA 5S GIVES A WIDER IISHANTEN, BUT THE FINAL SHAPE OF THE HAND IS WORSENER. DROPPING 9S ISN'T BAD, BUT GOING INTO 2-SHANTEN AT THE 7TH TURN IS ANNOYING. HERE YOU KEEP IISHANTEN, WHILE FIXING A RYANMEN. IF EITHER 8S OR 9S BECOME A TRIPLET, YOU CALL RIICHI ON RYANMEN. AS FOR DRAWING 1-4P BEFORE THAT, IT DEPENDS. YOU'LL HAVE TO THINK IF IT IS BETTER TO REFUSE TENPAI OR CALL RIICHI DEPENDING ON THE GAME SITUATION.

091  
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120

121  
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150

151  
}  
180

[ 東1局 東家 7巡目 ]

**A 075**



1 シャンテン [ ×35 ×29 ×25 ×17 ×16 ]

IDEALLY I'D USE 8S AS THE HEAD AND INCORPORATE AKA 5S, BUT THE ODDS ARE LOW. FINAL SHAPE IS SHOWN BELOW



IT IS MORE REALISTIC TO SEE AKA 5S AS A FLOATING TILE. IF YOU ASSUME THIS STANCE, YOU CAN INCORPORATE AKA WITH 5 KINDS OF DRAWS (TILES FROM 3S TO 7S)

181  
}  
210

211  
}  
240

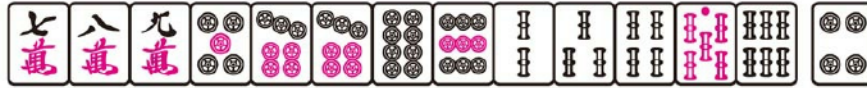
241  
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270

271  
}  
301

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}  
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**Q 076**

[ 東1局 西家 7巡目 ]

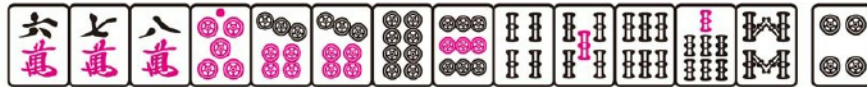


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**Q 077**

[ 東1局 西家 7巡目 ]

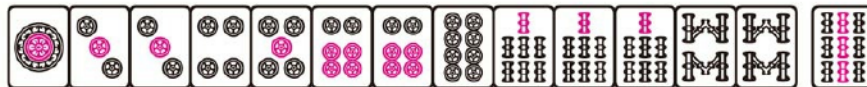


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**Q 078**

[ 東1局 東家 5巡目 ]



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181  
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211  
}  
240

241  
}  
270

271  
}  
301

->THE TILE EFFICIENCY DOESN'T HAVE  
A BIG IMPACT ON PERFORMANCE-<  
SOME PEOPLE SAY THAT.  
BUT YOU KNOW, IF YOU CAN ANSWER  
EFFICIENTLY, YOU CAN FOCUS YOUR  
ATTENTION TO OTHER THINGS



[ 東1局 西家 7巡目 ]

A 076



1シャンテン [ 3P × 37 2S × 32 3S × 19 4S × 19 5S × 19 6S × 19 ]

BY CUTTING 7P AND FIXING THE SEQUENCE, YOU'RE WAITING FOR 37 TILES, 11 ARE FROM THE 1-4-7S SANMENCHAN, 8 ARE FROM THE 3-6P RYANMEN, AND THE REMAINING 18 ARE WILL MAKE RYANMEN. CUTTING 8P AND FIXING THE HEAD WAITS ON 19 TILES THAT GIVE GOOD WAITS, BUT AS THE WORST WAIT YOU GET BY CUTTING THE HEAD IS NOBE-TAN, IT IS BETTER THIS WAY.

[ 東1局 西家 7巡目 ]

A 077



1シャンテン [ 3P × 37 2S × 32 3S × 19 4S × 19 5S × 19 6S × 19 ]

IF YOU CUT THE HEAD, THERE'S A POSSIBILITY THAT YOU'LL HAVE TO DROP AKA 5P. ALSO, SINCE YOU HAVE THE POSSIBILITY OF MENTANPIN, THIS TIME FIXING THE HEAD IS THE BEST CHOICE. CUT FROM THE INSIDE WITH 8P, KEEPING 9P FOR SAFETY REASONS.

[ 東1局 東家 5巡目 ]

A 078



1シャンテン [ 1E × 16 2W × 16 3W × 15 4W × 14 5W × 13 ]

FIX THE GOOD SHAPE, TO HAVE MORE CHANCES OF IMPROVING THE BAD ONE. IF YOU DRAW 2-7P FIRST, YOU'LL GET A PINFU TENPAI WITH 3-6P BECOMING THE HEAD

001  
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271  
}<br>301

001  
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**Q 079**

[ 東1局 西家 7巡目 ]



031  
}>  
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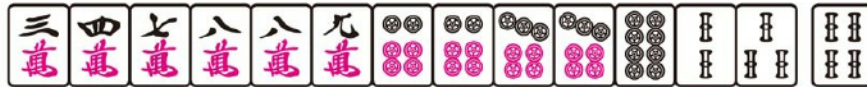
061  
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090

**Q 080**

[ 東1局 西家 7巡目 ]



091  
}>  
120



121  
}>  
150

**Q 081**

[ 東1局 西家 7巡目 ]



151  
}>  
180



181  
}>  
210

211  
}>  
240

241  
}>  
270

271  
}>  
301

-THEORY IS JUST THEORY-  
BUT I FEEL LIKE IT'S ALWAYS  
PEOPLE THAT DON'T KNOW  
THEORY WHO SAY THAT



[ 東1局 西家 7巡目 ]



**A 079**



1シャンテン [ × 25 × 15 × 15 ]

THE WIDEST SHAPE IS FIXING THE SEQUENCE BY DROPPING 8M, BUT 15 OUT OF THE 25 POSSIBLE TENPAI SHAPES WILL BE BAD WAITS. IF YOU INSTEAD FIX THE HEAD, ALL 15 TILES WILL GIVE YOU RYANMEN TENPAI.

001  
}  
030

031  
}  
060

061  
}  
090

[ 東1局 西家 7巡目 ]



**A 080**



1シャンテン [ × 25 × 16 × 15 × 15 ]

NORMALLY, SINCE IF YOU DRAW 2-5M YOU CAN TAKE RYANMEN WAIT ON PINZU, IT IS BETTER TO FIX THE SEQUENCE AND DROP 8M. HOWEVER, WHEN YOU CONSIDER YAKU, YOU'RE MISSING BOTH TANYAO AND IPEIKOU. BECAUSE OF THIS IT IS BETTER TO FIX THE HEAD AND DROP 7M. CONSIDER NOW THIS POSSIBLE HAND:



IT IS BETTER TO DROP 8M, AS YOU WON'T HAVE TANYAO ANYWAY.

091  
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120

121  
}  
150

151  
}  
180

181  
}  
210

[ 東1局 西家 7巡目 ]



**A 081**



1シャンテン [ × 29 × 16 × 15 × 15 × 15 ]

IF YOU FIX THE HEAD (BY DROPPING 7M) YOU WILL CONFIRM TANYAO. HOWEVER, THE ACCEPTANCE IS ABOUT HALF. CONSIDERING THAT CHI CALLING SPEED IS TWICE THE TSUMO SPEED, YOU GET MORE OR LESS THE SAME AVERAGE SPEED. SINCE IF YOU STAY CLOSED YOU HAVE A SHOT AT HANEMAN, IT IS BETTER TO FIX THE SEQUENCE AND DROP 8M.

211  
}  
240

241  
}  
270

271  
}  
301

001  
}  
030

### Q 082

[ 東1局 西家 4巡目 ]



031  
}  
060



061  
}  
090

### Q 083

[ 東1局 西家 4巡目 ]



091  
}  
120



121  
}  
150

### Q 084

[ 東1局 西家 4巡目 ]



151  
}  
180



181  
}  
210

211  
}  
240

241  
}  
270

271  
}  
301

->IT'S ABSOLUTELY THE  
CORRECT THING TO DO-<  
THAT'S RARELY TRUE,  
THINGS CAN COMPLETELY  
CHANGE DEPENDING  
ON SITUATIONS





001  
}  
030

**Q 085**

[ 東1局 西家 7巡目 ]



031  
}  
060



061  
}  
090

**Q 086**

[ 東1局 西家 7巡目 ]



091  
}  
120



121  
}  
150

**Q 087**

[ 東1局 西家 7巡目 ]



151  
}  
180



181  
}  
210

211  
}  
240

241  
}  
270

271  
}  
301

->AN INCIDENT HAS HAPPENED IN  
THE MEETING ROOM HASN'T IT!  
THAT'S THE SCENE OF THE  
CRIME!-<  
IT'S THAT KIND OF THING YEAH



[ 東1局 西家 7巡目 ]

**A 085**



1シャンテン [ 10000 × 42 10000 × 28 10000 × 28 ]

TANYAO IS MORE RELIABLE THAN ITTSU. YOU CAN ACCEPT AKA. YOU CAN GET SANSHOKU. 567 IF YOU DRAW 8M, 678 IF YOU DRAW 2M. IT'S A REALLY NICE HAND.

001  
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030

031  
}  
060

061  
}  
090

[ 東1局 西家 7巡目 ]

**A 086**



RIICHI-NYA

テンパイ [ 10000 × 8 10000 × 3 10000 × 3 ] 1シャンテン [ 10000 × 42 ]

YOU'RE LOSING ITTSU, BUT IT'S A 3900 GOOD WAIT HAND, SO CALL RIICHI ON 6S. IF YOU GET AKA 5P OR URA, IT'S A MANGAN. IF YOU'RE IN A SITUATION WHERE YOU NEED A BIG HAND, YOU CAN ALSO REFUSE TENPAI BY DROPPING THE DRAWN 3M. BUT ONLY FEW TILES GIVE YOU MANGAN, AND EVEN IF YOU DRAW 2-5-8M YOU'LL GET AT MOST 5200. IN MODERN MAHJONG, CALLING RIICHI WITH THIS HAND IS COMMON SENSE.

TN: YOU HAVE HIGHER ODDS OF GETTING IPPATSU TSUMO THAN OF GETTING 9M

091  
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120

121  
}  
150

151  
}  
180

181  
}  
210

[ 東1局 西家 7巡目 ]

**A 087**



1シャンテン [ 10000 × 42 10000 × 42 10000 × 17 10000 × 17 ]

KAAAAAAAAAAAAA- NOT, DROP 6S SO YOU CAN USE IT AS HEAD IF NEEDED. KAN HAS MANY ADVANTAGES, →KAN DORA← →MORE DRAWS← →RINSHAN←, BUT IN THIS SITUATION IT'D WORSEN YOUR HAND ON 3-6-9M DRAWS.

211  
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240

241  
}  
270

271  
}  
301

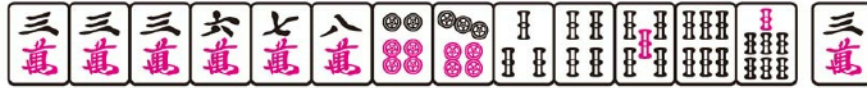
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}  
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**Q 088**

[ 東1局 東家 7巡目 ]



031  
}  
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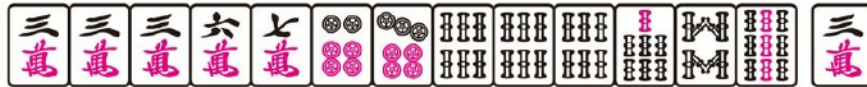
061  
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**Q 089**

[ 東1局 東家 7巡目 ]



091  
}  
120



121  
}  
150

**Q 090**

[ 東1局 東家 7巡目 ]



151  
}  
180



181  
}  
210

211  
}  
240

241  
}  
270

271  
}  
301

DISCARD TILES WHILE USING  
ALL THE TIPS YOU GOT  
->GET READY IN THE  
CONFERENCE ROOM SO YOU  
CAN SHOW YOUR STRENGTH  
IN THE FIELD:-



[ 東1局 東家 7巡目 ]



**A 088**



1 シャンテン [ 3 Man ] × 37 [ 3 Man ] カン × 37 ]

A TYPICAL HAND THAT YOU SHOULD NEVER KAN. YOU'D LOSE PINFU, AND YOU'D END UP WAITING ON A TANKI INSTEAD OF A GOOD WAIT.

[ 東1局 東家 7巡目 ]



**A 089**



KAAAAAAAAAN

1 シャンテン [ 3 Man ] × 28 [ 3 Man ] カン × 28 [ 3 Man ] × 16 [ 3 Man ] × 16 ]

BECAUSE IT'S A GOOD SHAPE IISHANTEN, AND YOU HAVE ANOTHER TRIPLET, YOU SHOULD KAN. EVEN IF YOU COMPLETE A RYANMEN FIRST, YOU CAN DROP 9S TO USE 6S AS HEAD. IF YOU DRAW 6M-7M-6P-7P, THAT'S AN INSTANT RIICHI TOO.

[ 東1局 東家 7巡目 ]



**A 090**



1 シャンテン [ 3 Man ] × 37 [ 3 Man ] × 36 [ 3 Man ] カン × 36 [ 3 Man ] × 33 ]

THIS TIME, YOU CAN SEE 3M BOTH AS A KAN AND A FLOATING TILE. IF YOU END UP WITH STICKING SOMETHING TO IT, YOU CAN EXPECT AN EASY WIN (NOTE: KABE). SEE:



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181  
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210

211  
}  
240

241  
}  
270

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}  
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001  
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**Q 091**

[ 東1局 西家 5巡目 ]



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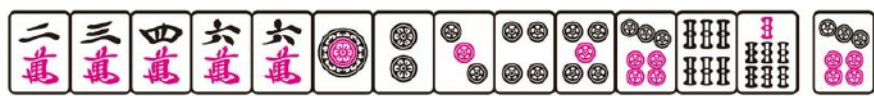
061  
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**Q 092**

[ 東1局 西家 5巡目 ]



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120



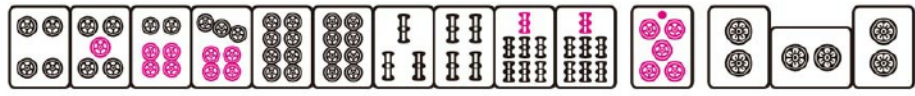
121  
~  
150

**Q 093**

[ 東1局 南家 7巡目 ]



151  
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180



181  
~  
210

211  
~  
240

241  
~  
270

271  
~  
301

YOU'VE BEEN LOSING  
SO MUCH, YOU'LL WIN  
THE NEXT ONE!  
VICTORY!!!



[ 東1局 西家 5巡目 ]



A 091



1シャンテン [ 10 tiles × 19 10 tiles × 15 10 tiles × 12 10 tiles × 8 ]

IF YOU DROP 1P AND DRAW 6P, YOU'D GET A PINFU TANYAO DORA2, DAMA MANGAN, BUT IF YOU WERE TO CALL CHII YOU'D ONLY GET 3900. IF INSTEAD YOU STAY CLOSED YOU'LL GET AT LEAST 5200 WITH RIICHI, SO TRUST IN THAT. MOREOVER, IF YOU GET THE CHANCE TO PON DORA 6M, THERE'S NOT MUCH DIFFERENCE BETWEEN 1P AND 7P, YOU'LL ALWAYS END UP WITH THE 2-5P NOBETAN WAIT FOR MANGAN.

001  
~  
030

031  
}  
060

061  
}  
090

[ 東1局 西家 5巡目 ]



A 092



1シャンテン [ 10 tiles × 16 10 tiles × 15 10 tiles × 15 10 tiles × 11 ]

BECAUSE I'M USING A 3P, THE MAXIMUM ACCEPTANCE IS GIVEN BY DROPPING 1P. IF YOU DRAW THE SOUZU RYANMEN BEFORE OTHER TILES, YOU'LL END UP WITH A SHANPON. IT IS NOT TOO BAD, BECAUSE YOU GAINED TANYAO. YOU CAN FORESEE A CHANGE IN THE MANZU SHAPE, GETTING A RYAMEN OR BETTER FROM THE 6M PAIR. IT'S FINE TO MAKE THIS INTO A 1000 POINT HAND

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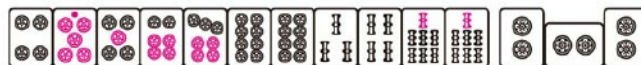
151  
}  
180

181  
}  
210

[ 東1局 南家 7巡目 ]



A 093



1シャンテン [ 10 tiles × 23 10 tiles × 23 10 tiles × 15 10 tiles × 14 ]

IF YOU CUT 5P BECAUSE 8P IS EASIER TO PON, AFTER YOU CHI 2-5S YOU'LL END UP WITH A 3-6-9P SANMENCHAN, WITH A RISK OF FURITEN ON 9P. BY CUTTING INSTEAD 8P, AFTER THE 2-5S CHI YOU'LL END UP WITH A VERY NICE 3-6P RYANMEN. OF COURSE REMEMBER YOU CAN CALL PON ON BOTH 5P AND 7S TO GET A 2-5S WAIT.

211  
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240

241  
}  
270

271  
}  
301

001  
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### Q 094

東1局 東家 6巡目



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### Q 095

東1局 東家 7巡目



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### Q 096

東1局 西家 5巡目



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211  
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270

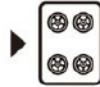
271  
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->IF YOU GET THE SAME  
NUMBERS IN ROULETTE OR DICE,  
YOU'RE LIKELY TO GET A  
DIFFERENT ONE NEXT TIME-<  
THIS ILLUSION OF THINKING IS  
CALLED "GAMBLER'S FALLACY"  
BECAUSE IT IS SO COMMON  
IN GAMBLING



[ 東1局 東家 6巡目 ]

A 094



1シャンテン [ 七萬 ×25 四萬 ×23 八萬 ×21 五萬 ×19 三萬 ×19 四萬 ×11 ]

THIS QUESTION IS TAKEN FROM A REAL GAME, FROM KONDO-PRO (NOTE: TOP TIER MLEAGUE PLAYER) IN A JPML GAME. 7M GIVES THE BEST ACCEPTANCE, BUT IF YOU COMPLETE THE PINZU SHAPE FIRST YOU'LL END UP WITH A BAD SHANPON WAIT. IF YOU INSTEAD CUT 4P, YOU'LL ALWAYS GET A RYANMEN TENPAI WORTH AT LEAST 5800. WHEN IN DOUBT, IT IS SAFER TO KEEP THE COMPLEX SHAPE TOGETHER AND FIX THE STRONG SHAPES.

[ 東1局 東家 7巡目 ]

A 095



1シャンテン [ 六萬 ×25 四萬 ×23 七萬 ×21 五萬 ×19 三萬 ×19 三萬 ×11 ]

THE ACCEPTANCE IS SMALL, BUT YOU CAN ACCEPT DORA AND CONFIRM TANYAO. OUT OF 19 TILES, 17 (ALL BUT 4M TSUMO) WILL GIVE YOU A RYANMEN TENPAI. LET'S CHI 2-5M AND GET AN EASY 2-5-8M WAIT.

[ 東1局 西家 5巡目 ]

A 096



2シャンテン [ 四萬 ×41 七萬 ×39 八萬 ×39 二萬 ×33 六萬 ×33 三萬 ×33 ]

I'LL MAKE A 3 SIDED WAIT ON THE PINZU. THE 4P CUT, WHICH LEAVES CHIITOI POSSIBLE BECAUSE YOU KEEP 4 PAIRS, IS AN HALF-ASSED WAY OF PLAYING.

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}  
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301

001  
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030

### Q 097

[ 東1局 西家 7巡目 ]

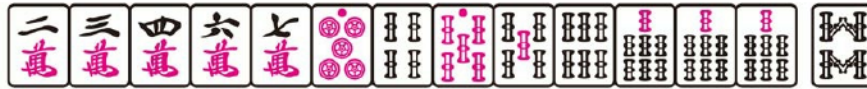


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### Q 098

[ 東1局 西家 7巡目 ]

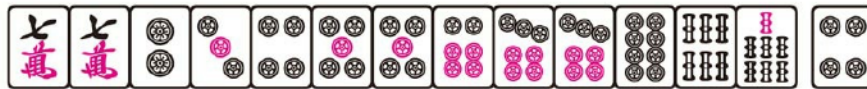


091  
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### Q 099

[ 東1局 西家 7巡目 ]



181  
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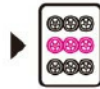
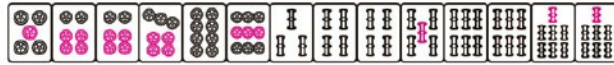
271  
~  
301

STATISTICALLY, THE PHENOMENON KNOWN AS "GOOD FLOW" OR "BAD FLOW" IS NORMAL.



[ 東1局 西家 7巡目 ]

A 097



1 シャンテン [ 10P × 24 2P × 22 3P × 22 4P × 20 5P × 19 6P × 18 ]

WHEN IN DOUBT, THE BEST EV IS USUALLY CONFIRMING TANYAO. YOU'LL DROP DORA IF YOU DRAW 8S, BUT SINCE YOU ALREADY HAVE TANYAO THAT'S NOT A PROBLEM.

[ 東1局 西家 7巡目 ]

A 098



1 シャンテン [ 5S × 25 6S × 25 7S × 20 8S × 11 ]

FIRST OF ALL, YOU HAVE TO REALISE THAT BOTH 5S AND AKA 5P GIVE THE SAME ACCEPTANCE. BY KEEPING AKA 5P, YOU HAVE CHANCES OF GETTING INTO BAD TENPAI, BUT THERE ARE BENEFITS IN KEEPING ALL 3 SUITS OPEN, SUCH AS SANSHOKU. AS FOR THE 5S-8S CHOICE, THE LOSS OF 5 TILES CREATES A DECENT IMPACT ON WIN RATE, SO YOU DROP THE 5S. IT IS CORRECT TO PROCEED WHILE KEEPING THE 4-SIDED WAIT IN SOUZU ALIVE, HOPING TO HAVE IT AS TENPAI SHAPE.

[ 東1局 西家 7巡目 ]

A 099



1 シャンテン [ 7P × 22 8P × 22 9P × 22 10P × 19 11P × 18 12P × 10 ]

2P, 5P AND 7P ALL GIVE THE BEST ACCEPTANCE WITH 22 TILES. IF YOU CUT 7P YOU CAN ACCEPT AKA 5P, AND YOU CAN ALSO MOVE TOWARDS SANSHOKU IF THE 7M PAIR BECOMES A RYANMEN. →ACCEPTANCE IS INCREASED WHEN CUTTING THE OUTER SUJI OF THE DRAWN TILE→ THAT'S A COMMON PATTERN, KEEP IT MIND. THIS EXAMPLE SHOWS IT: BY CUTTING THE OUTER SUJI OF 4P, YOU'RE GAINING THE ACCEPTANCE OF 3 TILES.

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210

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271  
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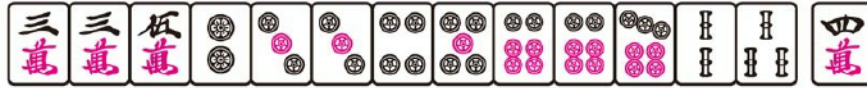
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### Q 100

[ 東1局 西家 5巡目 ]



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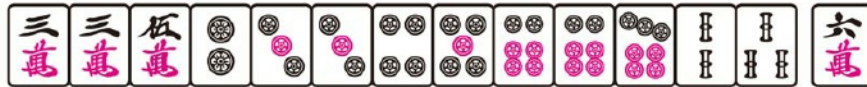
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### Q 101

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### Q 102

[ 東1局 西家 5巡目 ]



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->SEEING IS BELIEVING<-  
IT'S DANGEROUS TO TRUST  
EXPERIENCE TOO MUCH



[ 東1局 西家 5巡目 ]

**A 100**



1シャンテン [ 三萬 ×26 四萬 ×16 五萬 ×16 六萬 ×15 七萬 ×15 ]

MAXIMUM ACCEPTANCE, THE SYMMETRICAL SHAPE IN PINZU IS CALLED "WING" AND IT'S WAITING ON 8 TILES, 6 KINDS, 1-4P, 3-6P, 5-8P. IT IS A FLEXIBLE SHAPE, WHICH USES EITHER 3P OR 6P AS HEAD.

[ 東1局 西家 5巡目 ]

**A 101**



1シャンテン [ 四萬 ×16 五萬 ×16 ]

WITH THE HEAD AND ENOUGH BLOCKS, YOU CAN SETTLE FOR 2 SEQUENCES IN PINZU. CUT BOTH 3P AND 6P. CONSIDERING SAFETY, CUT 6P FIRST BECAUSE IT CAN BE TARGETED BY BOTH 36P AND 69P RYANMEN.

[ 東1局 西家 5巡目 ]

**A 102**



1シャンテン [ 四萬 ×18 五萬 ×15 六萬 ×15 七萬 ×12 ]

THE VALUE IS SECURED THANKS TO THE AKA DORA, IT IS HARD TO GET A SANSHOKU SO GO FOR THE MAXIMUM ACCEPTANCE. IF YOU TAKE OUT THE 3P SHAPE, YOU CAN EASILY SEE THE 3-5-8P RYANMEN-KANCHAN SHAPE:



IF YOU INSTEAD CUT 2P, 5M BECOMES AN USELES TILE AND YOU LOSE THE ACCEPTANCE OF 3 TILES.

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### Q 103

東1局 西家 5巡目



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AN EXAMPLE DISPROVED  
BY STATISTICS:  
->IT USED TO BE COMMON  
KNOWLEDGE THAT SENDING A  
BUNT FROM FIRST BASE WITH  
NO OUTS WAS A MISTAKE.-  
HAVE YOU HEARD IT?



[ 東1局 西家 5巡目 ]

**A 103**



▶ 1シャンテン [ × 20 × 20 × 20 × 16 × 14 ]

GOING FOR SHANPON RIICHI BY DROPPING 6S, TO MAKE A SUJI TRAP ON 9S, IS FOOLISH. BECAUSE IT IS A PINFU HAND, YOU'RE SURE TO HAVE A GOOD WAIT. LET'S CUT 9S AND SEE IF YOU CAN DROP THE OTHER ONE TOO TO IMPROVE TO TANYAO.

[ 東1局 西家 5巡目 ]

**A 104**



▶ 1シャンテン [ × 16 × 16 × 16 × 14 × 12 ]

IF YOU AIM FOR SHANPON RIICHI, IT LOOKS LIKE YOU COULD WIN IT EASILY, BUT YOUR HAND WOULD BE JUST RIICHI NOMI. DRAWING 36M BEFORE OTHER TILES GIVES YOU A WEAK TENPAI, AND IT WILL BE BETTER TO DROP 9S OR 6S TO GET BACK INTO A GOOD IISHANTEN. SEE THE FOLLOWING HANDS TO COMPARE THE CHOICES:



IN THIS CASE, THE CORRECT ANSWER IS TO DROP 9S.

[ 東1局 西家 5巡目 ]

**A 105**



▶ 1シャンテン [ × 16 × 16 × 16 × 16 × 11 × 11 ]

IF YOU USE EITHER 1S OR 4S AS HEAD, YOU CAN GET BOTH THE HEAD AND 2 SEQUENCES FROM THE SOUZU SHAPE. IN THIS CASE IT IS BETTER TO CUT 1S AND KEEP 4S AS HEAD, TO ACCEPT FUTURE TANYAO IMPROVEMENTES. LET'S CUT BOTH 1S AND 2S, BUT STARTING FROM THE OUTSIDE. BY KEEPING 2S, NOT ONLY 47S DRAW, BUT ALSO 258S DRAW WILL GIVE YOU TANYAO. 3S DRAW GIVES YOU IPEIKOU.

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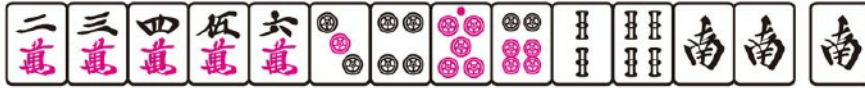
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**Q 106**

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**Q 107**

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**Q 108**

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THE =>PROBABILITY OF WINNING  
WHEN TRYING TO SEND A BLUNT AT  
FIRST BASE WITH NO OUTS-<  
IT'S A MISTAKE NO MATTER  
WHICH INNING



[ 東1局 西家 7巡目 ]

**A 106**



1 シャンテン [ 1S × 33 2P × 33 3P × 20 4P × 20 ]

YOU DON'T GO FOR SANSHOKU 234 BECAUSE YOU HAVE AN AKA DORA. THE KANCHAN IN SOUZU IS BAD, SO CUT IT. FROM THE OUTSIDE, BECAUSE YOU CAN STILL SEE THE 456 SANSHOKU POSSIBILITY.

[ 東1局 西家 7巡目 ]

**A 107**



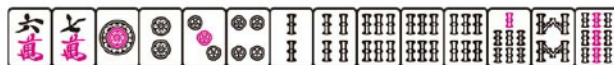
1 シャンテン [ 1S × 24 2P × 21 3P × 21 ]

AT A FIRST LOOK, YOU CAN SEE THE 678 SANSHOKU, BUT SINCE YOU ALREADY HAVE 3 COMPLETED SHAPES, YOU SHOULD ABANDON IT. WITH THE 8P DROP THE FOCUS IS PUT ON THE TENPAI SHAPE, INSTEAD OF THE 11-SHANTEN TILE ACCEPTANCE.

YOU HAVE A GOOD SHAPE IN SOUZU, ACCEPTING 4-58S, SO DON'T DROP THE 5S. IF YOU CAN DRAW 5P, YOU CAN GET 567 SANSHOKU.

[ 東1局 西家 7巡目 ]

**A 108**



1 シャンテン [ 2S × 28 3P × 28 4P × 21 5P × 17 6P × 12 ]

BY CUTTING 2S YOU'D GET A GOOD TENPAI, 21 ACCEPTED TILES AND THE POSSIBILITY TO INCORPORATE DORA. ON THE OTHER HAND, 1P GIVES THE BEST TILE ACCEPTANCE, BUT IF YOU DRAW EITHER 6M OR 7M YOU'LL END UP WITH A KANCHAN WAIT. HOWEVER, EVEN COUNTING THOSE TILES OUT, YOU END UP WITH 22 TILES, MORE THAN THE 21 FROM 2S.

IF YOU INSTEAD DRAW 3S OR 5S FIRST, YOU'LL GET A BEAUTIFUL HAND WITH THE BEST WIN RATE AND EXPECTED VALUE.

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### Q 109

[ 東1局 東家 7巡目 ]



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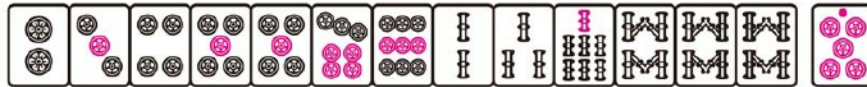
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### Q 110

[ 東1局 東家 7巡目 ]



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I DON'T EVEN KNOW HOW MANY PEOPLE PLAY BASEBALL, SO I'M NOT SURE WHAT'S SHE TALKING ABOUT.



[ 東1局 東家 7巡目 ]

**A 109**



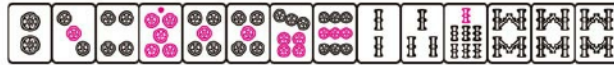
1 シャンテン [  $\text{11111} \times 28$   $\text{22222} \times 22$   $\text{33333} \times 18$  ]

THERE IS A DIFFERENCE IN 6 ACCEPTED TILES BETWEEN 4S AND 9P. EVEN IF YOU EXCLUDE THE 78S VERTICAL DRAW, WHICH GIVES YOU IN TENPAI A 8P KANCHAN, YOU GET THE SAME ACCEPTANCE.

\*\*WHY WAITING FOR A SUJI OF A TRIPLET IS NOT A BAD IDEA: THE IDEA IS THAT THE SUJI OF A TILE YOU HAVE A LOT OF IS DANGEROUS, SO YOU CAN MAKE IT YOUR OWN WAITING TILE SO THAT YOU DON'T HAVE TO CUT IT OFF WHEN YOU GET TENPAI. IN MODERN TIMES, STATISTICAL DATA SHOWS THAT ANKO-SUJI IS NOT AS DANGEROUS AS YOU MIGHT THINK, BUT YOU SHOULD STILL DO IT IF IT'S THE NATURAL WAY OF THE HAND.

[ 東1局 東家 7巡目 ]

**A 110**

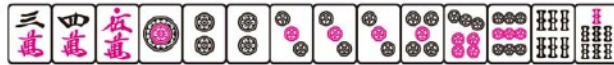


1 シャンテン [  $\text{11111} \times 28$   $\text{22222} \times 26$   $\text{33333} \times 22$  ]

THE MAXIMUM ACCEPTANCE IS 7S, BUT IT'S ONLY BY 2. LET'S FOCUS ON THE TENPAI SHAPE. IF WE DRAW 14S FIRST, WE'LL END UP WITH A 3-WAY WAIT.

[ 東1局 東家 7巡目 ]

**A 111**



1 シャンテン [  $\text{11111} \times 16$   $\text{22222} \times 16$   $\text{33333} \times 12$   $\text{44444} \times 12$  ]

DEPENDING ON WHICH YOU CUT, 1P OR 2P, YOUR TENPAI WILL CHANGE. FOCUS ON THE IISHANTEN IMPROVEMENTS: IF YOU DROP 1P, YOU'LL BE ABLE TO GET TANYAO BY DRAWING ANY TILE FROM 2P TO 7P. PINFU, TANYAO, DORA, IPEIKOU ARE ALL WORTH THE SAME 1 HAN, BUT ->WHEN IN DOUBT, GO FOR TANYAO-< IS THE CORRECT ANSWER.

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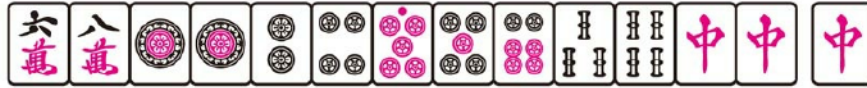
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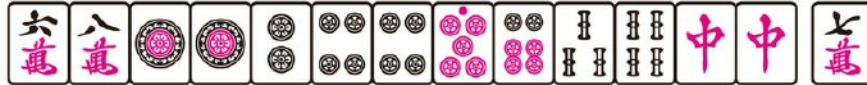
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**Q 113**

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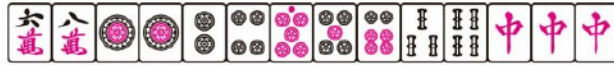
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IN ANCIENT JAPAN, THERE WAS A  
RAINMAKER WHO WAS  
SUCCESSFUL 100% OF THE TIME.  
HOWEVER, HE DIDN'T STOP THE  
RITUAL UNTIL IT RAINED...



[ 東1局 東家 4巡目 ]

**A 112**



1シャンテン [ ×12 ×12 ]

SINCE YOU HAVE A CHUN TRIPLET, FIX 1P TO BECOME YOUR HEAD. FORESEE THE 7M DRAW OR THE GROWTH OF THE PINZU SHAPE.

[ 東1局 東家 4巡目 ]

**A 113**



1シャンテン [ ×16 ×12 ×12 ×12 ]

CHOICE IS BETWEEN 4P AND 2P. THERE ARE 3 5P LEFT THAT CAN IMPROVE TO A RYANMEN WAIT. IT IS MORE USEFUL INSTEAD TO HAVE THE POSSIBILITY OF CLOSED TENPAI WHEN DRAWING 3P.

[ 東1局 東家 4巡目 ]

**A 114**



2シャンテン [ ×33 ×33 ×33 ×29 ×22 ×20 ]

BY DRAWING 3S, YOU NOW HAVE THE POSSIBILITY OF CHIITOI. YOUR HAND HAS 6 BLOCKS, SO LET'S CUT ONE WHILE NOT GIVING UP CHIITOI. IF YOU DON'T CUT 4P, IT IS BETTER TO KEEP 2P, SO THE BLOCK TO DROP IS THE MANZU ONE. IF YOUR NEXT DRAW IS 5M, YOU CAN ABANDON CHIITOI FOR THE RYANMEN, SO LET'S START BY CUTTING FROM THE OUTSIDE.

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### Q 115

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I'VE HEARD OF RAINMAKERS  
WHO ARE ABSOLUTELY  
SUCCESSFUL. IT'S A LESSON  
TO →KEEP GOING UNTIL YOU  
SUCCEED←



[ 東1局 東家 7巡目 ]

**A 115**



1シャンテン [ 10P × 12 10S × 8 10M × 8 ]

MANZU SHAPE CAN STILL CHANGE, SO CUT 1S AND FORESEE IMPROVEMENTS IN PINZU OR MANZU WHILE GETTING TANYAO. THE ONLY BACKFIRE YOU CAN GET IS 2S.

[ 東1局 東家 7巡目 ]

**A 116**



1シャンテン [ 10P × 12 10S × 8 10M × 8 ]

567 SANSHOKU IS CONFIRMED, SO GO WITH THE WIDEST ACCEPTANCE EVEN IF IT LEADS TO BAD WAITS. YOU CAN PON 3S FOR A 5800 HAND, SINCE YOU'RE GOING TO BE SLOW.

[ 東1局 東家 7巡目 ]

**A 117**



1シャンテン [ 10M × 16 10P × 12 10S × 8 ]

DON'T CUT 3S BECAUSE WITH A 2P OR 3S PON YOU CAN GET OPEN TANYAO. YOU CAN ALSO CHI 6M AND DROP 1S. BECAUSE YOU HAVE THE BAD WAIT KANCHAN, YOU WANT TO BE ABLE TO SPEED UP BY CALLING. IF YOU DRAW 4S OR 2S YOU CAN GET PINFU.

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### Q 118

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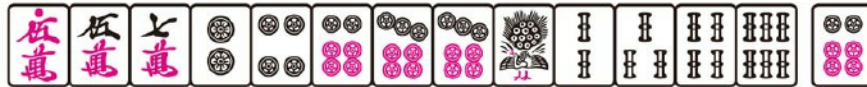


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### Q 119

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RATHER THAN OUTRIGHT  
DISMISSING THE OCCULT,  
->WHY DO YOU BELIEVE IN IT?->  
I WANT TO UNDERSTAND  
AND GET ALONG



[ 東1局 南家 4巡目 ]

**A 118**



1シャンテン [ 7M ×16 6M ×12 2C ×12 3C ×12 4C ×12 ]

PROCEED WHILE KEEPING 2 HEADS. 7P CUT SEEMS GOOD AT A FIST LOOK, BUT SINCE THIS IS AN INSTANT RIICHI HAND THAT HAS 2 DORA, YOU WANT TO MOVE FORWARD WITH THE MAXIMUM ACCEPTANCE.

[ 東1局 南家 4巡目 ]

**A 119**

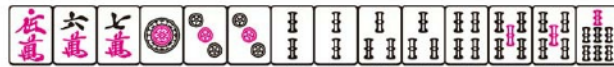


2シャンテン [ 6C ×24 5C ×24 7M ×22 2C ×22 6C ×22 7C ×22 ]

THE PROBABILITY OF DRAWING 5S OR DORA 6S IS THE SAME (NOT MUCH), BUT FOR NOW YOU CAN MOVE TOWARDS TANYAO. DRAWING 5S GIVES YOU FURITEN DUE TO 1S CUT, SO YOU SHOULD JUDGE YOUR HAND AS A WHOLE AND RESHAPE IT IF NEEDED.

[ 東1局 東家 7巡目 ]

**A 120**



1シャンテン [ 6C ×17 4C ×17 5C ×15 ]

FIRST OF ALL, CAN YOU NOTICE THE 6S KANCHAN ACCEPTANCE? AFTER YOU SEE IT, THE CHOICE IS BETWEEN 1P AND 7S CUTS, BUT THEY HAVE THE SAME TILE ACCEPTANCE. CUTTING 1P GIVES YOU TANYAO, AND YOU CAN POSSIBLY GET PINFU TANYAO IPEIKOU AKA. EFFICIENCY AND ESTIMATED VALUE ARE BOTH GOOD. IN A SCORING SYSTEM THAT DOUBLES IF YOU ADD 1 HAN AND HALVE IF YOU LOSE 1, WHEN YOU HAVE THE SAME ACCEPTANCE, =>LOOKING FOR EXPENSIVE HANDS GIVES MORE VALUE THAN LOOKING FOR SMALL ONES<=>

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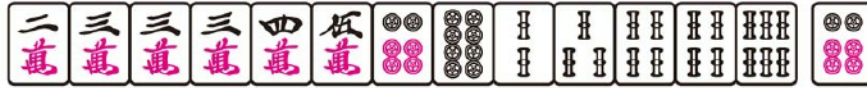
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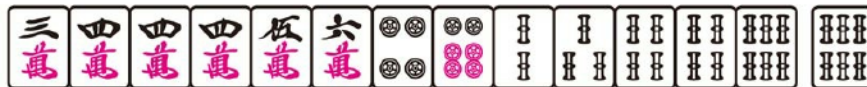
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MAHJONG RULES ARE TOO DIFFICULT. THERE ARE LOTS OF KIDS WHO WANT TO LEARN BUT GIVE UP UPON SEEING THE SIZE OF THE RULEBOOK



[ 東1局 西家 7巡目 ]

**A 121**



1シャンテン [ 6 bamboo × 18 2 bamboo × 15 3 bamboo × 11 4 bamboo × 11 5 bamboo × 8 ]

FOR NOW, I'LL KEEP BOTH 6P AND 3M AS HEAD CANDIDATES. IF YOU DRAW 5S CUT 3M TO GET THE RYANMEN WAIT.

[ 東1局 西家 7巡目 ]

**A 122**



1シャンテン [ 6 bamboo × 18 3 bamboo × 15 4 bamboo × 11 5 bamboo × 11 6 bamboo × 8 ]

IT IS FOOLISH TO GO FOR BAD WAIT 456 SANSHOKU. HERE FIXING 6S AS THE HEAD IS THE BETTER CHOICE, AND IF YOU CAN COMPLETE THE PINZU SHAPE FIRST, YOU GET MENTANPIN. YOU CAN ALSO SEE THE POSSIBILITY OF 234 SANSHOKU.

[ 東1局 西家 4巡目 ]

**A 123**



1シャンテン [ 7 bamboo × 15 8 bamboo × 15 9 bamboo × 11 10 bamboo × 11 ]

LOOKING AT THE 678 SANSHOKU, YOU CAN THINK OF CUTTING EITHER 8M OR 7P. THERE'S NOT MUCH DIFFERENCE WHEN CONSIDERING THE HAND WIN RATE, BUT IF YOU INSTEAD LOOK AT THE ODDS OF GETTING SANSHOKU YOU CAN SEE A DIFFERENCE. FUTURE SHAPES ARE SHOWN BELOW.



LET'S CONSIDER THE TENPAI SHAPE. IF YOU DROP 8M EARLY, IT'S GOING TO BE EASIER TO WIN ON 9M AND MISS SANSHOKU. IF YOU DROP 7P EARLY, IT'S GOING TO BE EASIER TO WIN ON 8P AND GET SANSHOKU. IT'S ALSO SAFER TO DROP 7P BEFORE 8M.

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### Q 124

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### Q 125

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->SIMPLIFICATION OF THE RULES-<  
->UNIFICATION OF THE RULES-<  
TO INCREASE THE NUMBER OF  
PLAYERS. IT'S OFTEN TALKED  
ABOUT, BUT UNFORTUNATELY IT'S  
NOT PROGRESSING AT ALL.





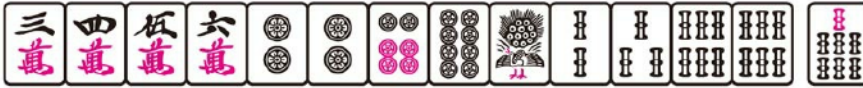
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[ 東1局 西家 4巡目 ]



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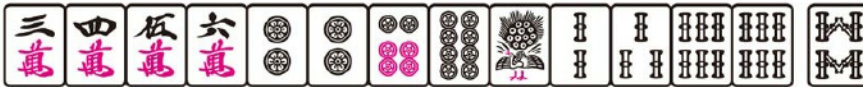
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### Q 128

[ 東1局 西家 4巡目 ]



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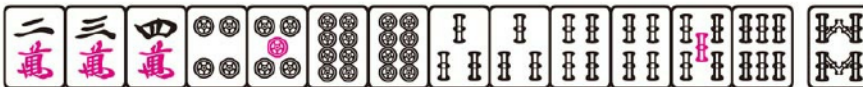
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### Q 129

[ 東1局 西家 7巡目 ]



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MY FRIEND STOPPED AT HIS FIRST  
PINFU. HE DIDN'T UNDERSTAND THE  
RULES ABOUT THE PAIR!



[ 東1局 西家 4巡目 ]

**A 127**



1シャンテン [ 3-manzu × 16 4-manzu × 16 5-manzu × 12 6-manzu × 8 ]

I DON'T WANT TO BE STUCK WITH A KANCHAN AT TENPAI, SO I'M AIMING AT EITHER DRAWING 7P OR GROWING THE MANZU SHAPE. IT'S EASY TO GET PINFU FROM HERE.

[ 東1局 西家 4巡目 ]

**A 128**



1シャンテン [ 3-manzu × 12 4-manzu × 12 5-manzu × 8 6-manzu × 8 ] 2シャンテン [ 7-manzu × 70 ]

BECAUSE OF THE BAD PINZU WAIT, I WANT TO EXTEND THE DORA-RELATED MANZU INTO 2 BLOCKS. IF YOU HAPPEN TO DRAW MANZU WITHOUT FIRST DISCARDING 68P, YOU'D END UP WITH 6 BLOCKS. I'D RATHER HAVE THE 8S IN THAT CASE, SO I DROP THE PINZU NOW. IT'S STILL EARLY, SO IT'S NOT A PROBLEM TO CHASE A GOOD WAIT EVEN IF YOU'RE GOING BACK TO 2-SHANTEN.

[ 東1局 西家 7巡目 ]

**A 129**



1シャンテン [ 2-manzu × 19 3-manzu × 19 4-manzu × 16 5-manzu × 15 ]

CUTTING 3S TO GET THE RYANMEN-KANCHAN ON 2-5-7S MAY LOOK GOOD. YOU'D ALWAYS GET PINFU FOR AT LEAST 3900 POINTS ON RIICHI, BUT SINCE THERE IS NO BIG DIFFERENCE IN WIN RATE BETWEEN 8S AND 3S, YOU CUT 8S TO KEEP THE IPEIKOU CHANCE. IT IS SIMPLY BASIC TO GO FOR THE MOST VALUABLE HAND WHEN THERE AREN'T BIG DIFFERENCES IN SPEED. HERE, THE MAXIMUM EXPECTED VALUE LIES IN KEEPING IPEIKOU MENTANPIN OPEN.

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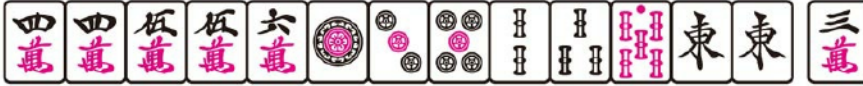
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**Q 130**

[ 東1局 東家 7巡目 ]



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**Q 131**

[ 東1局 西家 7巡目 ]



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**Q 132**

[ 東1局 西家 7巡目 ]



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THE DIFFICULT PART  
IS SCORING  
->FU<- AND ->HAN<-  
WE PUT THEM TOGETHER,  
BUT HOW MANY PEOPLE  
KNOW THE EXACT  
CALCULATIONS?



[ 東1局 東家 7巡目 ]



**A 130**



1シャンテン [ 1P×16 2S×12 3S×12 4S×12 ]

THE WIDE IISHANTEN FROM CUTTING 5S IS INTRIGUING, BUT YOU SHOULD MOVE FORWARD WHILE LOOKING AT 345 SANSHOKU AND DOUBLE TON. IF YOU CAN FIX IT, YOU CAN CHI TO GET TENPAI. THE QUESTION IS NOW WHICH TILE TO CUT FIRST, IF 1P OR 2S. IF YOU HAPPEN TO DRAW 5S OR 6S, IT'D BETTER IF YOU HAD 1-3-5P SHAPE, SO LET'S CUT 2S FIRST. IF YOU REMEMBER ⇒IF THERE IS A POSSIBILITY OF NO YAKU OR NO DORA, FIX THE SHAPE WITH AKA⇒ YOU'LL MAKE FEWER MISTAKES.

[ 東1局 西家 7巡目 ]



**A 131**



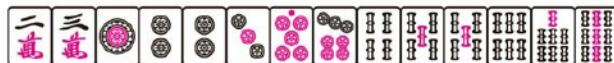
1シャンテン [ 3S×12 4S×12 ] 2シャンテン [ 5S×53 6S×35 ]

NO MATTER WHAT YOU DROP, YOU HAVE AN IISHANTEN WITH A BACKFIRE CHANCE. HERE, I'M CERTAIN TO FIX THE SEQUENCE. IF YOU DRAW 1-4M YOU CAN RIICHI IMMEDIATELY WAITING ON 6P KANCHAN. CUTTING 1P OR 5S BRINGS YOU BACK TO 2-SHANTEN, AND IT ISN'T WORTH BECAUSE TANYAO STILL ISN'T CONFIRMED ANYWAY.

[ 東1局 西家 7巡目 ]



**A 132**



2シャンテン [ 5S×49 6S×46 7S×43 8S×27 ]

IF YOU LEAVE THE SOUZU SHAPE AS IT IS, IT'S A RYANMEN-KANCHAN WAITING ON 3-6-8S. BUT SINCE YOU'RE 2 SHANTEN WITHOUT A HEAD, YOU SHOULD CUT IT. IF YOU DRAW 8S, YOU CAN CHOOSE TO USE 5S AS THE HEAD.

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### Q 133

東1局 東家 6巡目



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### Q 134

東1局 東家 4巡目



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### Q 135

東1局 東家 4巡目



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YOU ALWAYS HEAR FROM PROS:  
 ⇒SCORING IS EASY⇐  
 INDEED, A BIG PART OF THE PRO  
 EXAM IS ABOUT SCORING



[ 東1局 東家 6巡目 ]

**A 133**








▶  1シャンテン [  ×16  ×15  ×12  ×11  ×11  ×8 ]

ON 4S-6S CHI, YOU GET A GOOD WAIT, WAITING ON 6S-9S RYANMEN. YOU CAN ALSO CALL PON ON 7P-7S TO GET INTO TENPAI. THE BASIC RULES ARE →SET THE HAND TO GET A GOOD WAIT TENPAI←, →SET THE HAND TO GET TENPAI FROM PON←. SINCE IT'S NOT EASY, REMEMBER THIS SHAPE.

[ 東1局 東家 4巡目 ]

**A 134**








▶  1シャンテン [  ×11  ×11  ×11  ×11 ]

BECAUSE YOU'RE DEALER WITH 1 DORA, THE BASIS IS TO CALL INSTANT RIICHI. AS THE NUMBER OF RYANMEN IMPROVEMENTS BETWEEN 79M AND 68P IS THE SAME, KEEP THE ONE CLOSEST TO THE EDGE TO IMPROVE WINRATE.

[ 東1局 東家 4巡目 ]

**A 135**



▶  1シャンテン [  ×15  ×15  ×15  ×15 ]

IF YOU WANTED PINFU, YOU'D CUT THE KANCHAN WITH THE LEAST IMPROVEMENTS POSSIBILITIES (79M). BUT SINCE YOU HAVE 7700 MINIMUM HAND WITH RIICHI, TENPAI SHAPE IS GIVEN PRIORITY.

IF YOU THINK THAT BY KEEPING 5P YOU'RE ONLY WAITING FOR 36P "36P IMPROVEMENT" I.E. AFTER DRAWING 4P, YOU STILL GET A MEDIOCRE (CENTRAL) WAIT, WHILE DRAWING 8P INTO 69P WAIT IS STRONG, YOU SHOULD BE ABLE TO CUT IT WITH EASE.

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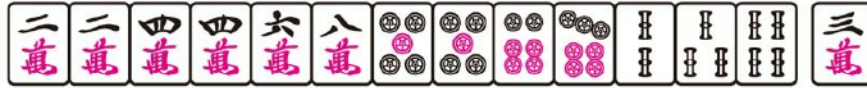
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### Q 136

[ 東1局 西家 7巡目 ]



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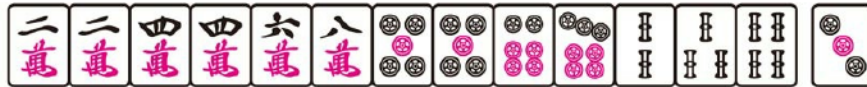
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### Q 137

[ 東1局 西家 7巡目 ]



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### Q 138

[ 東1局 西家 6巡目 ]



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HOW CAN IT BE EASY TO MEMORIZE THE NUMBERS WITHOUT CORRELATIONS?  
WHY WOULD YOU CALL SOMETHING YOU WORKED HARD FOR EASY?



[ 東1局 西家 7巡目 ]



A 136



1シャンテン [ 2 Pinzu × 25 2 Manzu × 23 8 Manzu × 18 ]

YOU HAVE A RYANKAN IN MANZU THAT INCLUDES IIPEIKOU. EVEN WHEN LOSING 30% OF ACCEPTED TILES, IT IS BETTER. YOU SHOULD SEE THAT ->SIZE ISN'T EVERYTHING<-

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[ 東1局 西家 7巡目 ]



A 137



1シャンテン [ 4 Manzu × 12 8 Manzu × 12 2 Manzu × 8 6 Manzu × 8 2 Pinzu × 8 2 Pinzu × 8 ]

SINCE THE SHAPE ISN'T TOO GOOD, I WANT TO ADVANCE WHILE KEEPING 2 PAIRS. WHEN ONE OF THEM BECOMES A TRIPLET, THE OTHER BECOMES THE HEAD. THAT'S A TYPICAL SHAPE COVERED BY THE 2 HEADS THEORY.

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[ 東1局 西家 6巡目 ]



A 138



1シャンテン [ 2 Manzu × 12 5 Pinzu × 12 2 Pinzu × 12 ]

DROPPING THE 5P-7P KANCHAN BRINGS YOU BACK TO 2-SHANTEN. BECAUSE IT ACCEPTS DORA, I KEEP IT. HERE, I WANT TO CUT 2S TO KEEP THE 3-SIDED WAIT ON MANZU IF I HAPPEN TO DRAW A PAIR IN PINZU.

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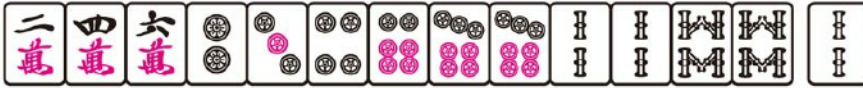
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### Q 139

[ 東1局 東家 7巡目 ]



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### Q 140

[ 東1局 東家 7巡目 ]

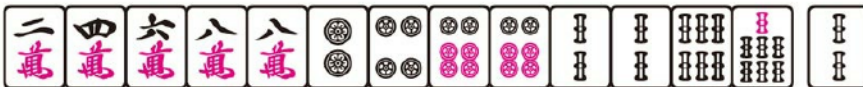


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### Q 141

[ 東1局 東家 5巡目 ]



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HOW MANY FU IS TON WORTH?  
2? 4? PLEASE UNIFY  
THE RULES!!



[ 東1局 東家 7巡目 ]

**A 139**



1シャンテン [ 2W × 16 6W × 16 2S × 16 2S × 12 ]

FIX THE RYANMEN THINKING OF THE FINAL TENPAI SHAPE. IF YOU CUT 6M, 3M IS EASIER TO GET DUE TO >SUJI, BUT SINCE MAHJONG IS A GAME OF TSUMO, IT IS BETTER TO DROP 7P AND GET THE BETTER SHAPE. IN MODERN MAHJONG, =>FIX THE GOOD SHAPE AND WORK ON THE BAD ONE<=>

[ 東1局 東家 7巡目 ]

**A 140**



1シャンテン [ 2W × 16 6W × 16 2S × 16 2S × 12 ]

IF YOU'RE AIMING FOR PINFU, YOU SHOULD CUT 8P AND KEEP THE RYANKAN, BUT IT IS INTERESTING ALSO TO CUT 6M AND CHASE 234 SANSHOKU. THERE ARE OTHER GOOD POINTS ABOUT CUTTING 6M, LIKE MOVING TOWARDS TANYAO AND MAKING >SUJI 3M EASIER TO WIN. EVEN WHEN DROPPING 8P, YOU HAVE 3/4 PROBABILITY TO END UP DROPPING 6M ANYWAY.

[ 東1局 東家 5巡目 ]

**A 141**



2シャンテン [ 2W × 28 2S × 28 6W × 24 6W × 24 2S × 24 ]

TO ADVANCE WITH 2 HEADS, THE CHOICE IS BETWEEN 2M AND 2P. THEY BOTH LOOK GOOD, BUT LET'S COMPARE THEM WHEN DRAWING EITHER 8M OR 6P AND MAKING A TRIPLET. IF YOU CUT 2M, YOU'LL HAVE ONE BLOCK TOO MUCH. THIS IS EASY TO SEE WHEN KNOWING THE 3-TILES WEAK-SHAPES THEORY: YOU HAVE 5 MANZU AND 4 PINZU, SO IT IS CORRECT TO LEAVE ONLY 3 PINZU.

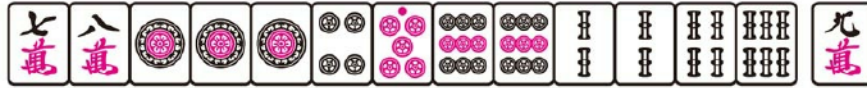
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### Q 142

[ 東1局 西家 7巡目 ]



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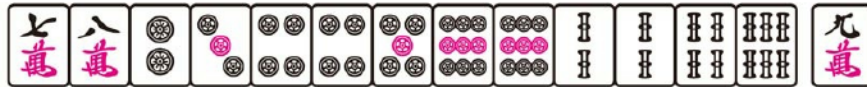
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### Q 143

[ 東1局 西家 7巡目 ]



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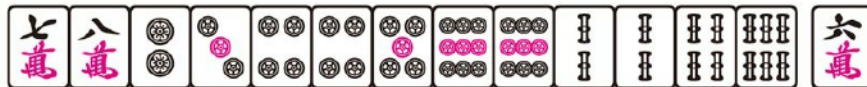
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### Q 144

[ 東1局 西家 7巡目 ]



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THERE ARE MANY PEOPLE THAT SAY IT IS NECESSARY TO KNOW FU, BUT THE BIGGEST NO RATE PARLOR IN NAGOYA USES 30 FU FOR ALL HANDS



[ 東1局 西家 7巡目 ]

**A 142**



1シャンテン [ × 16 × 16 × 12 ]

IF YOU CUT 25, YOU'LL HAVE THE POSSIBILITY TO USE AKA 55, BUT IT'S BETTER NOT TO BET ON THAT. THE 9P AND 25 SHANPON IS STRONG, SO I'LL CUT 65. IT'S EASY TO GET EXTRA FU AND HAS THE BEST POINT INCREASE.

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[ 東1局 西家 7巡目 ]

**A 143**



1シャンテン [ × 15 × 15 × 11 ]

IF YOU FIX THE RYANKAN, YOU HAVE 8 TILES OUT OF 15 THAT GIVE YOU PINFU. THE 25 AND 9P SHANPON ISN'T A BAD WAIT, BUT SINCE YOU HAVE NO DORA I WANT TO GET AT LEAST PINFU.

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[ 東1局 西家 7巡目 ]

**A 144**



1シャンテン [ × 15 × 15 × 11 ]

CONSIDERING SPEED AND VALUE, IT IS BEST TO CONFIRM TANYAO. LOOK FORWARD TO 234-6785 DRAWS.

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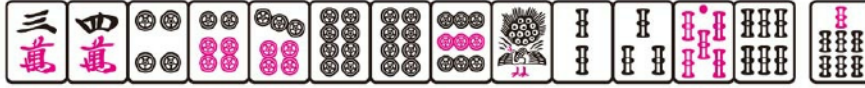
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### Q 146

[ 東1局 西家 5巡目 ]



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### Q 147

[ 東1局 西家 5巡目 ]



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NO FU, DON'T YOU THINK  
IT'S SIMPLER?  
THIS WAY YOU WON'T COUNT  
THE CONDITIONS TO IMPROVE  
PLACEMENT IN ALL LAST  
WRONG





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### Q 148

[ 東1局 西家 6巡目 ]



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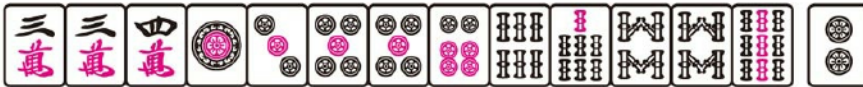
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### Q 149

[ 東1局 東家 7巡目 ]



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[ 東1局 東家 7巡目 ]



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IT'S PRESUMPTUOUS TO TRY TO UNDERSTAND EVERYTHING ABOUT MAHJONG, BUT I JUST WANT YOU TO KNOW THE COOL THINGS.



[ 東1局 西家 6巡目 ]

**A 148**



1シャンテン [ 1M × 11 2S × 11 ]

FOR NOW, MOVE TOWARDS THE INSIDE TILES. THE ONLY BACKFIRE IS 3M. AFTER THIS, THE INTENTION IS TO DROP 89M BECAUSE I DON'T WANT A BAD WAIT TENPAI. ALSO, IF YOU WERE TO DRAW 7M, YOU'D CUT 1M ANYWAY, SO CUT IT FIRST... THE TRICK IS TO THINK ABOUT THAT.

[ 東1局 東家 7巡目 ]

**A 149**



1シャンテン [ 4M × 15 5M × 15 3S × 11 6S × 11 ]

FOR NOW, FIX THE RYANMEN. FORESEE THE AKA 5M DRAW. EXPECT TO MAKE A HEAD OUT THE SOUZU AND AVOID THE 7S PENCHAN RIICHI.

[ 東1局 東家 7巡目 ]

**A 150**



1シャンテン [ 5M × 29 1P × 25 2S × 25 3S × 21 4S × 17 6S × 17 ]

TAKE ADVANTAGE OF THE GOOD SHAPES IN MANZU AND PINZU. KEEP ACCEPTANCE FOR ALL 3 AKA TILES, AND GET TANYAO ON 4P DRAW.

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

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アバウト何切る理論③

5ブロック理論 その2

[例題] 

2シャンテン [  × 37  × 37  × 37  × 37  × 37  × 37 ]

THE BLOCK DIVISION IS SHOWN BELOW:

 +  +  +  +  +  + 

BECAUSE YOU HAVE 6 BLOCKS, YOU'RE IN →EXCEEDING BLOCK←. IF YOU CUT THE WEAKEST ONE, YOU'LL GET THE CORRECT ANSWER.

THE QUESTION IS NOW →WHICH BLOCK IS THE WEAKEST?←  
YOU COULD SEE A 123 SANSHOKU, BUT SANSHOKU USES BY ITSELF 3 GROUPS:

 +  +  +  +  + 

THE WINNING SHAPE IS 4 BLOCKS + 1 HEAD, SO YOU'RE LEFT WITH 1 BLOCK AND A HEAD.

HOWEVER, YOU ALREADY HAVE 3 STRONG BLOCKS OUTSIDE THE SANSHOKU ONES. 678M IS ALREADY COMPLETED, AND BOTH 56P AND 57S CONTAIN AKA DORA. IF YOU'LL GET SANSHOKU, YOU'LL HAVE TO DROP AKA, SO DON'T GO FOR IT. IT IS BETTER TO GIVE PRIORITY TO AKA AND DROP THE PENCHAN 12S BLOCK.

→IF YOU HAVE 3 STRONG BLOCKS OUTSIDE THE SANSHOKU, DON'T GO FOR IT←

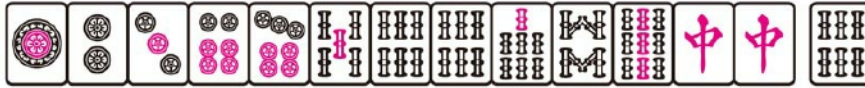
ONCE YOU GET USED TO IT, YOU'LL HAVE SOME IDEA OF THE ODDS OF A SUCCESSFUL HAND YAKU.



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東1局 東家 7巡目 [  ]



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I LOVE RAMEN, BUT TO TELL  
YOU THE TRUTH, I DON'T  
LIKE GREEN ONIONS.



[ 東1局 東家 7巡目 ]

**A 151**



▶ **RIICHI**

テンパイ [ × 8 ] 1シャンテン [ × 21 ]

WHEN DEALER WITH A RYANMEN WAIT, IT'S INSTANT RIICHI EVEN WITHOUT DORA, ESPECIALLY IF YOU'RE THE FIRST IN TENPAI. WITH THIS HANDS, YOU CAN ALSO GET AKA 5P TO INCREASE THE VALUE. DEALER RIICHI NOMI IS WORTH 2000 ON RON. IF YOU RIICHI MENPIN, IT'S ONLY NATURAL TO RIICHI THIS HAND TOO.

[ 東1局 東家 7巡目 ]

**A 152**



▶ **RIICHI**

テンパイ [ × 7 × 7 × 4 ] 1シャンテン [ × 22 ]

ACCORDING TO STATISTICS, HONOR SHANPON RIICHI AND RYANMEN RIICHI HAVE THE SAME WIN RATE (SOURCE: FUKUCHI'S BOOK). IF SO, THIS HAND IS AN OBVIOUS SHANPON RIICHI.

[ 東1局 東家 7巡目 ]

**A 153**



▶ **RIICHI**

1シャンテン [ × 19 × 19 × 19 × 15 ]

THE ACCEPTANCE FROM CUTTING 6S, 8S AND 9S IS THE SAME, AND YOU CAN ALWAYS CALL PON ON CHUN WITH ANY OF THEM. THEN CUT 9S TO GET HPEIKOU IF YOU HAPPEN TO DRAW 7S.

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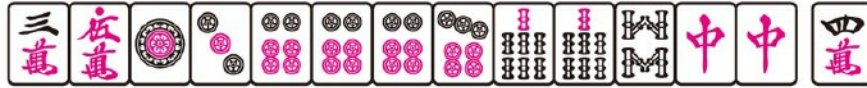
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**Q 154**

[ 東1局 東家 6巡目 ]



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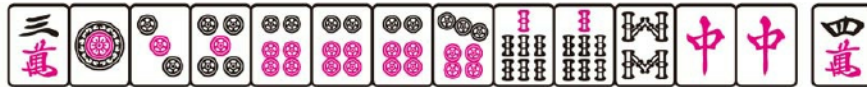
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**Q 155**

[ 東1局 東家 6巡目 ]



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**Q 156**

[ 東1局 東家 6巡目 ]



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I THOUGHT HE'D GET MAD IF I SAID  
->I DON'T LIKE GREEN ONIONS!<-,  
I WAS RELIEVED TO HEAR THAT SOME  
ENTHUSIASTS INSIST  
->WE DON'T NEED THEM!<-



[ 東1局 東家 6巡目 ]

**A 154**



1シャンテン [ 1 bamboo × 16, 1 dragon × 12, 1 bamboo × 8 ]

THIS HAND RELIES ON CHUN, SO YOU WANT TO KEEP THE 7S PAIR. TO KEEP BALANCE, IT IS BETTER TO KEEP 8S TOO. THE CORRECT ANSWER IS MOVING STRAIGHTFORWARD TO THE WIDEST II-SHANTEN BY CUTTING 7P, AND IF YOU GET 69S BEFORE OTHER TILES, CALL RIICHI ON KANCHAN 2P.

[ 東1局 東家 6巡目 ]

**A 155**



2シャンテン [ 1 bamboo × 28, 1 dragon × 27, 1 dragon × 25, 1 bamboo × 24, 1 bamboo × 24, 1 bamboo × 23 ]

IF YOU DIVIDE THE PINZU IN BLOCKS, YOU CAN SEE 13P, 567P, 66P, SO YOU HAVE 6 BLOCKS. THIS HAND RELIES ON CHUN, SO YOU WANT THE BEST SHAPE AFTER CALLING IT. IT'S ADVANTEGEIOUS TO KEEP 3 PAIRS, SO CUT THE WEAKEST KANCHAN BLOCK. IF YOU CUT FROM THE OUTSIDE THE BACKFIRE IS 2P, WHILE YOU CAN STILL ACCEPT 4P.

[ 東1局 東家 6巡目 ]

**A 156**



1シャンテン [ 1 bamboo × 16, 1 dragon × 15, 1 bamboo × 13, 1 bamboo × 9 ]

YOU ARE READY TO CALL THE CHUN. IF YOU THINK OF THE SHAPE AFTER CALLING, FIXING THE SOUZU RYANMEN IS THE CORRECT ANSWER. IF I WERE TO CHOOSE, I'D PREFER DRAWING CHUN AND CALLNG RIICHI, BUT YOU SHOULD INSTANT RIICHI ALSO 4P-6P DRAWS .

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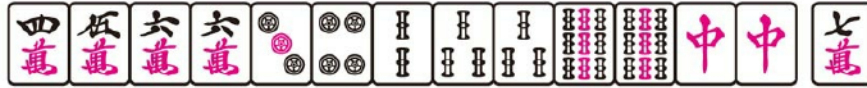
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**Q 157**

東1局 東家 7巡目

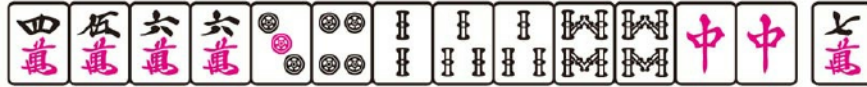


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**Q 158**

東1局 西家 7巡目

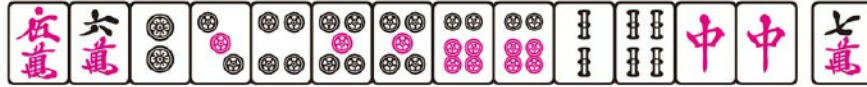


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**Q 159**

東1局 西家 7巡目



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CHILLED CHINESE NOODLES WITH MAYONNAISE IS PART OF NAGOYA'S CULTURE, SAID TO HAVE BEEN STARTED BY SUGAKIYA





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### Q 160

[ 東1局 西家 8巡目 ]



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### Q 161

[ 東1局 西家 8巡目 ]



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### Q 162

[ 東1局 西家 8巡目 ]



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ISN'T SUGAKIYA'S INFLUENCE INCREDIBLE? BECAUSE NOWADAYS, EVEN SCHOOL LUNCHES AND CONVENIENCE STORE CHILLED CHINESE NOODLES COME WITH MAYONNAISE?!



[ 東1局 西家 8巡目 ]

**A 160**



テンパイ [ ×4 ] 1シャンテン [ ×20 ]

456 SANSHOKU IS CONFIRMED. 2 HAN WITHOUT ANY DORA IS JUST 2600 WHILE DAMA, SO CALL RIICHI FOR 5200 EVEN WITH A BAD WAIT. IF YOU INSTEAD CUT CHUN YOU GET TANYAO BUT MAY LOSE SANSHOKU, SO THERE'S NO REASON FOR IT.

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[ 東1局 西家 8巡目 ]

**A 161**



1シャンテン [ ×16 ×12 ×8 ]

YOU HAVE YAKUHA! AND SANSHOKU POSSIBILITIES. WITH ONE AKA AND AKA ACCEPTANCE, IT'S NOT SMART TO GO BACK TO 2-SHANTEN AT THE 8TH TURN BY DROPPING CHUN. YOU CAN ALSO USE IT TO OPEN THE HAND FOR A QUICK WIN.

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[ 東1局 西家 8巡目 ]

**A 162**



1シャンテン [ ×17 ×17 ×17 ×17 ×13 ×11 ]

GETTING BOTH YAKUHA! IS GOING TO BE HARD. PROCEED WITH THE AIM OF GETTING A 3-SIDED WAIT IN PINZU. CONSIDERING THE INCREASED TSUMO CHANCE AND THE AKA, THE ESTIMATED VALUE IS GOOD. IN A STANDARD SITUATION, I'LL CUT 6P FIRST BECAUSE IT'S MORE DANGEROUS LATER.

181  
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271  
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**Q 163**

[ 東1局 南家 8巡目 ]



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**Q 164**

[ 東1局 南家 5巡目 ]



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**Q 165**

[ 東1局 南家 4巡目 ]



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MY HIGH SCHOOL SELF WAS  
REALLY GRATEFUL TO  
SUGAKIYA'S RAMEN



[ 東1局 南家 8巡目 ]

**A 163**



1シャンテン [ 2C × 12 5C × 12 8C × 12 ] 2シャンテン [ 10C × 69 ]

IT'S NOT ALWAYS POSSIBLE TO PON CHUN AFTER THE 8TH TURN, BUT IF YOU CAN COMPLETE THE KANCHAN YOU'LL HAVE A GOOD WAIT TENPAI, SO I WANT TO KEEP IT AS FAR AS POSSIBLE. WAITING FOR 47P RYANMEN IS TOO SLOW.

[ 東1局 南家 5巡目 ]

**A 164**



2シャンテン [ 7C × 29 10C × 29 13C × 18 16C × 15 ] 3シャンテン [ 10C × 67 ]

IT'S NOT WORTH TO KEEP BOTH 4P AND 7P. SINCE ON A 3P DRAW YOU'D HAVE TO DROP DORA, IT'S BETTER TO CUT 4P AND FIX DORA 2P AS HEAD. YOU HAVE BOTH YAKUHA! AND CHIITOI POSSIBILITIES OPEN.

[ 東1局 南家 4巡目 ]

**A 165**



2シャンテン [ 9C × 27 12C × 27 15C × 27 18C × 25 21C × 22 ]

TAKEN FROM A PRO MAHJONG NEWSPAPER. THE ANSWER THERE WAS TO CUT 9M, BUT IT IS BETTER TO CUT 9P AND GO BACK TO 5 BLOCKS. YOU CAN SEE THE 567 SANSHOKU, BUT IF NAN ISN'T DROPPED, LET'S SEE WHAT HAPPENS IF WE DRAW PINZU OR SOUZU FIRST. IF YOU HAD CUT 9M, YOU WOULD STILL HAVE THE 6 BLOCKS PROBLEM TO RESOLVE, BUT IF YOU INSTEAD CUT 9P, YOU CAN PROCEED TO A WIDE I!-SHANTEN.

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271  
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030

### Q 166

[ 東1局 西家 5巡目 ]



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061  
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090

### Q 167

[ 東1局 西家 8巡目 ]



091  
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120



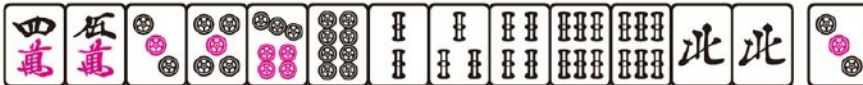
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### Q 168

[ 東1局 西家 4巡目 ]



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I DON'T PUT PEPPER ON MY  
RAMEN, BUT SUGAKIYA'S RAMEN  
GOES TOO WELL WITH IT!



[ 東1局 西家 5巡目 ]

A 166



1シャンテン [ 7-7 ] × 10 [ 6-6 ] × 8 [ 5-5 ] × 6 ] 2シャンテン [ 此 ] × 42 ]

ACCORDING TO A CERTAIN COLLEGE GIRL'S BOOK ->CUT 4P TO KEEP CHITOI OPEN<-, HOWEVER NO MATTER WHAT TILE YOU'LL DRAW, THIS IS NOT A CHIITOI HAND. IT'D BE BETTER TO CUT 3S INSTEAD OF THE HALF-WAY 4P, AND IF YOU DON'T WANT TO CUT 3S, YOU SHOULD CUT PEI. CUTTING PEI HERE BRINGS YOU BACK TO 2-SHANTEN, BUT IT'S WORTH IT CONSIDERING THE VALUE OF THE HAND.

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[ 東1局 西家 8巡目 ]

A 167



1シャンテン [ 7-7 ] × 14 [ 6-6 ] × 12 [ 5-5 ] × 6 ] 2シャンテン [ 此 ] × 42 ]

IF IT WERE EARLIER IN THE GAME, I'D CUT PEI. BUT SINCE IT'S THE 8TH TURN, IT'S BETTER TO TAKE IISHANTEN. FIX THE PINZU, AS IF THE SOJUZU SHAPE GROWS, YOU'LL GET MENTANPIN. IF YOU HAPPEN TO DRAW 2-5P BEFORE THAT, CALL RIICHI ON SHANPON. HONOR SHANPON IS STRONG, SO YOU'RE SUPPOSED TO CALL INSTANT RIICHI ON IT.

121  
}<br>150

151  
}<br>180

181  
}<br>210

[ 東1局 西家 4巡目 ]

A 168



2シャンテン [ 7-7 ] × 24 [ 6-6 ] × 24 [ 5-5 ] × 24 [ 4-4 ] × 22 [ 3-3 ] × 22 ]

6 BLOCKS. 3 PAIRS AREN'T NEEDED. SINCE THE PEI PAIR CAN'T IMPROVE TO A RYANMEN LIKE THE OTHERS, CUT IT.

211  
}<br>240

241  
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271  
}<br>301

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**Q 169**

[ 東1局 南家 7巡目 ]



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**Q 170**

[ 東1局 南家 7巡目 ]



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**Q 171**

[ 東1局 南家 7巡目 ]



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SHOPS THAT DON'T HAVE  
YUZUKOSHO HAVE BECOME  
REALLY RARE



[ 東1局 南家 7巡目 ]

**A 169**



1シャンテン [ 中 ×28 中 ×16 中 ×16 ]

BECAUSE IT'S A RYANMEN-RYANMEN IISHANTEN, FIX THE HEAD.  
REMEMBER →CHI HAS DOUBLE SPEED← →CHI TO LEAVE GOOD SHAPES IN HAND←

[ 東1局 南家 7巡目 ]

**A 170**



1シャンテン [ 中 ×33 中 ×16 中 ×16 中 ×15 中 ×15 ]

FIX THE SEQUENCE BECAUSE YOU HAVE A CONNECTED SHAPE IN MANZU.  
IF YOU CHI 4-7M, YOU HAVE RYANMEN, IF YOU CHI 4-7P YOU HAVE ARYANMEN OR NOBETAN. CALLING CHI ON 6-9M GIVES YOU A BAD TANKI WAIT SO LET THEM PASS.

[ 東1局 南家 7巡目 ]

**A 171**



1シャンテン [ 中 ×42 中 ×41 中 ×33 中 ×33 中 ×12 ]

KEEPING 5M(8M) >> KEEPING 3S >> KEEPING 7P.  
IF YOU DROP 7P. YOU CAN CHI 47M TO GET 69M WAIT, CHI 69M TO GET 47M WAIT, CHI 2S TO GET A 14S WAIT, PON 5P TO GET A 58M WAIT.  
THIS IS TYPICAL EXAMPLE OF CHOOSING WHAT TO CUT BY THINKING OF THE SHAPE AFTER FUTURE CALLS.

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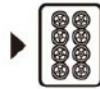
271  
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[ 東1局 南家 7巡目 ]



**A 172**



1シャンテン [ 1P × 34 2P × 33 3P × 27 4P × 17 ]

AFTER YOU CHI 3S, 1P TANKI IS BETTER THAN 8P TANKI. YOU CAN ALSO CHI 2P TO GET A 36P WAIT.

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[ 東1局 南家 7巡目 ]



**A 173**



1シャンテン [ 1P × 41 2P × 28 3P × 25 ]

IF YOU CUT 1S, YOU WILL STILL BE ABLE TO UTILIZE 3S.  
KEEP AN EYE FOR 2S PON AND 3-5S CHI. YOU CAN BOTH CHI AND PON THE 6S, BUT IT IS BETTER TO PON, WHEN CONSIDERING THE FINAL WAIT (5 TILES VS 3 TILES).

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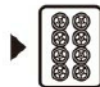
121  
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[ 東1局 東家 7巡目 ]



**A 174**



1シャンテン [ 1P × 16 2P × 16 3P × 14 4P × 14 5P × 8 ]

CALL 14P CHI, TO GET ANOTHER 14P WAIT. YOU CAN ALSO CALL PON AND END IN A DECENT SHANPON.  
DROPPING 2P OR 3P GIVES THE BEST ACCEPTANCE, BUT YOU MUST CONSIDER CALLING EFFICIENCY.  
DROPPING 9P AND DRAWING 7P WOULD GIVE YOU FURITEN, UNLIKELY TO WIN, SO START DROPPING THE PENCHAN FROM THE INSIDE.

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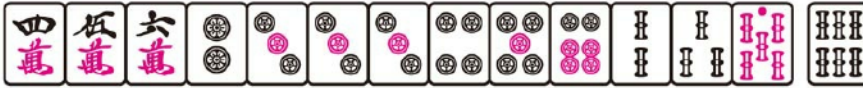
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**Q 175**

[ 東1局 東家 7巡目 ]



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**Q 176**

[ 東1局 東家 4巡目 ]



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**Q 177**

[ 東1局 東家 4巡目 ]



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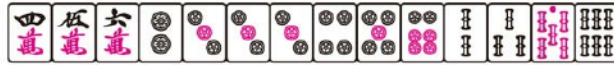
YUZUKOSHO IS MADE BY MASHING UP YUZU PEEL AND CHILLI AND SEASONING THEM WITH SALT AND JUICE. THE NAME IS SAID TO COME FROM SOME PARTS OF KYUSHU, WHERE CHILLI IS CALLED "KOSHO".



[ 東1局 東家 7巡目 ]



**A 175**



1シャンテン [ 2P ] × 28 [ 3S ] × 28 [ 4S ] × 25 [ 5S ] × 25 [ 6S ] × 24 ]

AT A FIRST GLANCE IT LOOKS LIKE 2P IS THE WIDEST TILE TO CUT, BUT IT'S ACTUALLY THE 4TH BECAUSE YOU LOSE THE 4 SIDED WAIT IN PINZU. HERE, THE BEST ESTIMATED VALUE IS GIVEN BY TAKING ADVANTAGE OF THAT SHAPE, SO DROPPING 2-3S IS THE CORRECT ANSWER. IF YOU CUT FROM THE INSIDE WITH 3S YOU'LL MISS THE 700 POINTS TENPAI ON 6S DRAW, SO START BY DROPPING 2S.

[ 東1局 東家 4巡目 ]



**A 176**



1シャンテン [ 2P ] × 12 [ 6P ] × 12 ]

KEEP 234 SANSHOKU ALIVE. 6P TSUMO IS MENTANPIN, SO ITS VALUE IS GOOD ENOUGH. IDEALLY, YOU'D DRAW 5P OR 7P FOR THE SANSHOKU TANYAO.

[ 東1局 東家 4巡目 ]



**A 177**



1シャンテン [ 2P ] × 12 [ 6P ] × 12 ]

TO GET 234 SANSHOKU, YOU'D HAVE TO DROP A GOOD SHAPE BLOCK, SO FORGET IT. FORESEE AKA AND RYANMEN IMPROVEMENTS. IF YOU CAN, GET TEH 567 SANSHOKU.

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### Q 178

[ 東1局 西家 3巡目 ]



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### Q 179

[ 東1局 東家 5巡目 ]



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### Q 180

[ 東1局 東家 9巡目 ]



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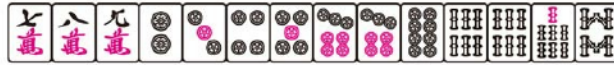
271  
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301

SUGAKIYA FOOD INC. HAS A PRODUCT CALLED =>OUR FLAVOUR<=, BUT IT HAS A DIFFERENT TASTE, LIKE SOY SAUCE, FROM THE ONE YOU GET AT THE RESTAURANT



[ 東1局 西家 3巡目 ]

**A 178**



1シャンテン [ 2W×42 2C×33 3C×33 4C×29 5C×23 ]

AIM FOR 789 SANSHOKU AND IIPAIKOU. LET'S CUT 2P BEFORE 5P SO THAT THE 69P WAIT ISN'T OBVIOUS TO THE OTHERS.

[ 東1局 東家 5巡目 ]

**A 179**



2シャンテン [ 6S×32 8S×28 9S×28 7S×24 1W×24 ]

TO GET THE 567 SANSHOKU, YOU NEED 3 SPECIFIC TILES, 6M 7P 5S, SO IT'S HARD.  
IF YOU CUT 8M YOU'RE ENSURED TANYAO, BUT I'D RATHER CUT 5M AND HAVE THE POSSIBILITY TO GET PINFU BY ALSO DROPPING 2P LATER.  
THE ONLY TILE THAT YOU SHOULD NEVER DROP HERE IS 7M, AS IT'D BE SIMPLY HALF-ASSED.

[ 東1局 東家 9巡目 ]

**A 180**



1シャンテン [ 2C×8 3C×8 4C×8 ] 2シャンテン [ 6S×65 ]

CUTTING 5M GIVES YOU A FLEXIBLE HAND, BUT IT'S TOO LATE TO GO BACK INTO 2-SHANTEN. IF YOU DRAW 6M IT'S A PINFU, AND IF YOU CAN GROW SOUZU BEFORE IT, YOU'LL GET A PERFECT IISHANTEN.

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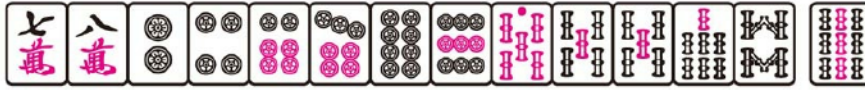
241  
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### Q 181

[ 東1局 西家 5巡目 ]

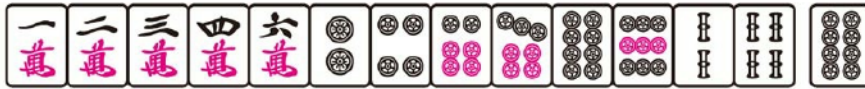


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### Q 182

[ 東1局 西家 3巡目 ]



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### Q 183

[ 東1局 東家 4巡目 ]



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PROPHECIES KEEP GETTING CORRECTED. FOR EXAMPLE, NOSTRADAMUS END OF THEWORLD IN 1999, INTO THE MAYA ONE IN 2012



[ 東1局 西家 5巡目 ]

**A 181**



1シャンテン [ 2C × 27 3C × 24 4C × 24 7W × 20 10P × 16 ]

AIM FOR 789 SANSHOKU. IT MAY LOOK BETTER TO DROP 5S AND FIX THE RYANKAN, BUT IF YOU LOOK AT THE ACCEPTED TILES THAT GIVE YOU SANSHOKU YOU HAVE: 2P DROP, 4-5-6P FOR 3 KINDS 10 TILES, 5S DROP, 3-5P FOR 2 KINDS 8 TILES. IN ADDITION TO BEING WIDER IN GENERAL, 2P IS ALSO WIDER WHEN LOOKING AT SANSHOKU.

IF YOU DRAW 9P YOU LOSE SANSHOKU AND PINFU, BUT YOU STILL GET A RYANMEN TENPAI WITH AKA, SO GOOD ENOUGH.

ANOTHER POINT AGAINST CUTTING 5S IS THAT IF YOU WERE TO COMPLETE THE MANZU FIRST, YOU'D END UP WITH A KANCHAN, WHILE IF YOU CUT 2P YOU CAN ALSO GET A NOBETAN.

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[ 東1局 西家 3巡目 ]

**A 182**



2シャンテン [ 1W × 43 6C × 41 7C × 41 8C × 41 9C × 39 10C × 38 ]

AIM FOR SANSHOKU AND TANYAO. IF YOU DRAW 5M YOU GET FURITEN, BUT ON A WIDE IISHANTEN.

211  
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240

241  
}  
270

271  
}  
301

[ 東1局 東家 4巡目 ]

**A 183**



2シャンテン [ 11C × 39 12C × 39 13C × 35 14C × 28 15C × 23 ]

FOLLOWING THE PEAK IISHANTEN THEORY, YOU HAVE GOOD ODDS OF GETTING INTO A PERFECT IISHANTEN WITH ALSO SANSHOKU.

IMAGINE COMPLETING THE PINZU SEQUENCES, IT'S EASY TO SEE THAT YOU WON'T NEED 3S ANYWAY.

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### Q 184

東1局 西家 7巡目



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### Q 185

東1局 西家 7巡目



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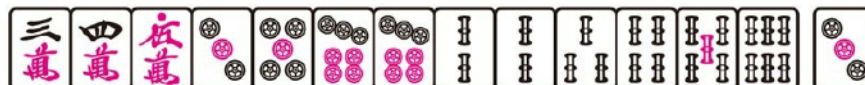
121  
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### Q 186

東1局 東家 7巡目



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JUST THE MAYAN PROPHECY OF THE  
END OF THE WORLD HAS 2012, 2015  
AND 2020 DIFFERENT CLAIMS  
FOR THE FINAL YEAR.  
LET'S WAIT FOR THE OUTCOME (LOL)



[ 東1局 西家 7巡目 ]

**A 184**



1シャンテン [ 三萬×14 七萬×14 振萬×12 一萬×8 二萬×8 ]

IF YOU DRAW 4P YOU DON'T WANT TO MISS IPEIKOU. THE MOST FLEXIBILITY IS GIVEN BY 3P-5P CUTS, BUT THE MANZU SHAPE IS BAD, SO WORK ON THAT. IT'S ADVANTEGEIOUS TO KEEP 3 HEADS, EVEN FOR JUST CALLING PON INTO TENPAI IF NEEDED.

[ 東1局 西家 7巡目 ]

**A 185**



2シャンテン [ 三萬×29 七萬×29 一萬×29 振萬×27 二萬×27 三萬×27 ]

LET'S SOLVE THIS BY APPLYING THE 3 WEAK BLOCKS THEORY. THE THEORY SAYS THAT IT'S BETTER TO HAVE BLOCKS MADE OF 3 TILES, BUT IN GENERAL ALSO THE OTHER ODD NUMBERS LIKE 5 OR 7 WORK FOR MORE COMPLEX SHAPES. BOTH PINZU AND SOUZU ARE ODD (5 AND 5), SO YOU SHOULD CUT FROM THE EVEN MANZU. NOW THE QUESTION IS WHICH MANZU TO DROP. THE IDEA IS TO HAVE A SHAPE THAT WILL BRING YOU AN IISHANTEN WITH 2 HEADS, SO KEEP 3 HEADS FOR NOW. 3M TAKES IN CONSIDERATION NOT ONLY THE SHAPE AFTER DRAWING A TRIPLET, BUT ALSO AFTER DRAWING 4P.

[ 東1局 東家 7巡目 ]

**A 186**



1シャンテン [ 一萬×23 二萬×19 三萬×19 四萬×17 五萬×14 六萬×14 ]

PINZU SHAPE IS GREAT, GIVING YOU TENPAI ON 3-4-6-7P DRAWS. YOU COULD SEE A 345 SANSHOKU, BUT SINCE YOU HAVE AKA YOU DON'T NEED IT. FORCING SANSHOKU BY DROPPING 3P OR 6S WILL PROBABLY GIVE YOU A BAD TENPAI.

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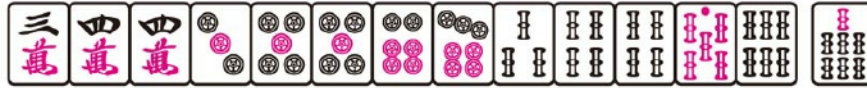
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270

271  
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**Q 187**

[ 東1局 西家 6巡目 ]

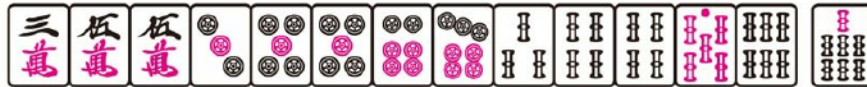


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**Q 188**

[ 東1局 西家 6巡目 ]



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**Q 189**

[ 東1局 西家 6巡目 ]



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AS SCIENCE PROGRESSES, IT  
UNCOVERS OLD FALSEHOODS  
AND CREATES NEW ONES



[ 東1局 西家 6巡目 ]

A 187



1シャンテン [ 三萬×19 一竹×16 二竹×15 一索×12 二索×11 ]

THE MAXIMUM ACCEPTANCE IS GIVEN BY 3M, BUT IT LEAVES A BAD SHAPE IN PINZU SO I'LL FIX THE 3 SIDED SANMENCHAN IN SOUZU. DRAWING EITHER 5P OR 8P GIVES YOU A PERFECT IISHANTEN.

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[ 東1局 西家 6巡目 ]

A 188



1シャンテン [ 三萬×19 一竹×15 二竹×12 一索×11 二索×8 ]

THE BEST ACCEPTANCE IS GIVEN BY KEEPING 2 HEADS AND CUTTING 3M. MOVE FORWARD WHILE LOOKING FOR RYANMEN AND 567 SANSHOKU IMPROVEMENTS. DON'T FIX SANMENCHAN IN A RUSH AND LOSE FLEXIBILITY ON THE HEAD.

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}<br>180

[ 東1局 西家 6巡目 ]

A 189



1シャンテン [ 一竹×12 三萬×8 ] 2シャンテン [ 一索×76 二索×53 ]

THE MAXIMUM ACCEPTANCE IS THE 3S CUT, BUT YOU LEAVE BAD SHAPES BEHIND. CUTTING 4S MAKES YOU LOSE SANSHOKU ON 6M AND 4P DRAWS. 3M IS A BALANCED CUT THAT CAN GET YOU SANSHOKU AND STILL KEEPS IISHANTEN. IT ALSO CREATES A GOOD SHAPE WHEN YOU DRAW A PAIR ON MANZU OR PINZU OR COMPLETE THE SANMENCHAN.

181  
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211  
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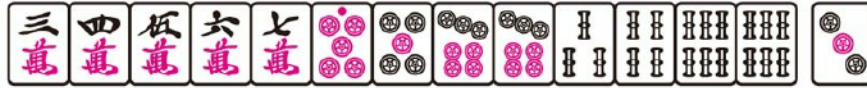
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**Q 190**

[ 東1局 西家 7巡目 ]



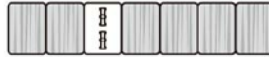
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**Q 191**

[ 東1局 西家 7巡目 ]



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**Q 192**

[ 東1局 西家 7巡目 ]



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EH? IT'S EASY TO MAKE  
LIFO NIGHT PHOTOS  
WITH CG?



[ 東1局 西家 7巡目 ]

**A 190**



2シャンテン [ 5紅×31 6紅×31 7紅×29 8紅×29 9紅×27 ]

CUTTING 5P MAY LOOK GOOD, BUT YOU HAVE 6 BLOCKS SO IT'S BAD WHEN GOING INTO IISHANTEN. LET'S SEE WHAT WOULD HAPPEN IF YOU WERE TO COMPLETE A SHAPE, LIKE WITH A 6S DRAW:

打 5紅: 3竹 4竹 6竹 7竹 5紅 6紅 7紅 8紅 9紅 10紅 11紅 12紅 13紅 14紅 15紅 16紅 17紅 18紅 19紅 20紅 21紅 22紅 23紅 24紅 25紅 26紅 27紅 28紅 29紅 30紅 31紅 32紅 33紅 34紅 35紅 36紅 37紅 38紅 39紅 40紅 41紅 42紅 43紅 44紅 45紅 46紅 47紅 48紅 49紅 50紅 51紅 52紅 53紅 54紅 55紅 56紅 57紅 58紅 59紅 60紅 61紅 62紅 63紅 64紅 65紅 66紅 67紅 68紅 69紅 70紅 71紅 72紅 73紅 74紅 75紅 76紅 77紅 78紅 79紅 80紅 81紅 82紅 83紅 84紅 85紅 86紅 87紅 88紅 89紅 90紅 91紅 92紅 93紅 94紅 95紅 96紅 97紅 98紅 99紅 100紅

打 7紅: 3竹 4竹 6竹 7竹 5紅 6紅 7紅 8紅 9紅 10紅 11紅 12紅 13紅 14紅 15紅 16紅 17紅 18紅 19紅 20紅 21紅 22紅 23紅 24紅 25紅 26紅 27紅 28紅 29紅 30紅 31紅 32紅 33紅 34紅 35紅 36紅 37紅 38紅 39紅 40紅 41紅 42紅 43紅 44紅 45紅 46紅 47紅 48紅 49紅 50紅 51紅 52紅 53紅 54紅 55紅 56紅 57紅 58紅 59紅 60紅 61紅 62紅 63紅 64紅 65紅 66紅 67紅 68紅 69紅 70紅 71紅 72紅 73紅 74紅 75紅 76紅 77紅 78紅 79紅 80紅 81紅 82紅 83紅 84紅 85紅 86紅 87紅 88紅 89紅 90紅 91紅 92紅 93紅 94紅 95紅 96紅 97紅 98紅 99紅 100紅

IF YOU CUT 5P FIRST, THERE ISN'T A GOOD TILE TO CUT NOW, WHILE IF YOU CUT 7P, YOU CAN CUT THE OTHER ONE. YOU KEEP THE AKA AND HAVE ALSO THE CHANCE OF GETTING SANSHOKU.

AT 2-SHANTEN, IT'S BETTER TO COMBINE HEAD CANDIDATES AND BLOCKS THAT CREATE YAKU

[ 東1局 西家 7巡目 ]

**A 191**



1シャンテン [ 6竹×12 7竹×12 8竹×12 9竹×11 10竹×11 11竹×11 ]

THIS HAND IS TAKEN FROM →MUKOU BUCHI (ETSUYA TENSISHI, TAKESHOBO)←.

YOU CAN SEE A SANSHOKU AND A DOUBLE ACCEPTANCE ON 4M. SINCE THE ACCEPTANCE IS NOT MUCH DIFFERENT, IT IS BETTER TO PICK THE TILE THT GIVES THE BEST TENPAI. →SANSHOKU ON PENCHAN SUCKS← →DRAWING 1M IS BETTER THAN SANSHOKU (PINFU IPEIKOU)←. CONSIDERING THESE 2 IDEAS, CUTTING THE PENCHAN IS THE BEST MOVE.

[ 東1局 西家 7巡目 ]

**A 192**



1シャンテン [ 6竹×15 8竹×15 9竹×11 10竹×11 ]

AIM FOR 567 SANSHOKU. CUT FROM THE MANZU BECAUSE YOU ALREADY HAVE 5 BLOCKS.

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**Q 193**

[ 東1局 西家 7巡目 ]



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**Q 194**

[ 東1局 西家 7巡目 ]



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**Q 195**

[ 東1局 東家 4巡目 ]



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THESE DAYS, THERE IS A  
TENDENCY FOR PHOTOS AND  
VIDEOS OF UNKNOWN ORIGIN TO  
BE CERTIFIED AS FAKE



[ 東1局 西家 7巡目 ]



**A 193**



1シャンテン [ 3×18 4×18 5×16 6×16 ]

YOU HAVE DORA 3. GIVE UP SANSHOKU, AND AIM FOR THE BEST POSSIBLE TENPAI SHAPE. IF YOU FORCE SANSHOKU, YOU'D DROP 7P OR 9S, BUT IT WILL USUALLY BE INSTANT RIICHI WITHOUT WAITING FOR IT ANYWAY. BECAUSE OF THE WIDE MANZU WAIT, THE TENPAI SHAPE WILL PROBABLY BE A KANCHAN IN SOUZU. IF YOU CUT 9P, YOU HAVE A 50/50 CHANCE OF GETTING A 4 SIDED WAIT. LET'S FORESEE ALSO 5-6S DRAW TO MOVE INTO TANYAO.

[ 東1局 西家 7巡目 ]



**A 194**



1シャンテン [ 3×15 4×15 5×13 6×13 ]

AIM FOR THE 789 SANSHOKU. THE 2 CHOICES ARE 7P AND 9S, BUT IF YOU DROP 7P EARLY IT WILL BE EASIER TO WIN ON 8P KANCHAN LATER ON. CAMOUFLAGE IS OFTEN IGNORED IN MODERN MAHJONG, BUT IF THERE ARE 2 EQUAL CHOICES LIKE THIS HAND, YOU CAN USE IT TO DECIDE.

[ 東1局 東家 4巡目 ]



**A 195**



2シャンテン [ 3×27 4×27 5×24 6×24 7×23 ]

BE CAREFUL NOT TO CUT 3M, A FOOLISH MOVE. LET'S MOVE WHILE LOOKING AT TANYAO AND SANSHOKU. REGARDING SANSHOKU, THE 345 ONE IS BETTER THAN 456. BY CUTTING 6S. YOU CAN MOVE TOWARDS IT AND TANYAO NATURALLY. STARTING WITH 9M DROP WOULD BE TOO MUCH.

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}<br>301

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**Q 196**

[ 東1局 東家 8巡目 ]



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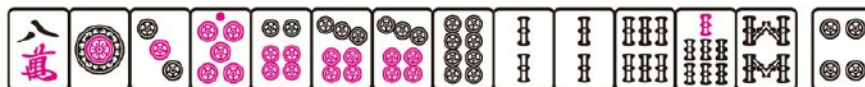
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**Q 197**

[ 東1局 東家 4巡目 ]



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**Q 198**

[ 東1局 東家 7巡目 ]

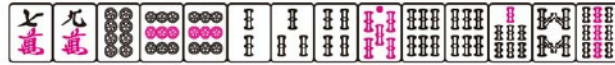


181  
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210



[ 東1局 東家 8巡目 ]

**A 196**



1シャンテン [ 3P × 18 3P × 14 3P × 14 3P × 12 3P × 8 ]

YOU SHOULD FIRST DECIDE IF YOU WANT SANSHOKU OR ITTSU. RATHER THAN THE BAD WAIT SANSHOKU, IT IS BETTER TO GO FOR THE 3 SIDED WAIT ITTSU, IF YOU HAPPEN TO DRAW THE 8M KANCHAN FIRST. THE MAXIMUM ACCEPTANCE IS 8P, AND CUTTING 9P TO GO FOR SANSHOKU LOSES TOO MANY TILES TO WAIT ON.

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[ 東1局 東家 4巡目 ]

**A 197**



1シャンテン [ 1P × 36 2P × 34 8C × 27 2P × 11 2P × 8 ]

IT IS AGAIN A ITTSU VS SANSHOKU PROBLEM. BUT DRAWING 9P GIVES YOU A 2-5-8P 3 SIDED WAIT WITH PINFU AKA. IF YOU THINK ABOUT IT, THE ONLY WAIT TO GET ITTSU IS DRAWING 2P FIRST. HERE, THE BEST ESTIMATED VALUE IS GIVEN BY AIMING FOR SANSHOKU AND TANYAO. EVEN IF 8M IS AT THE EDGE, THERE'S A GREAT DIFFERENCE IN ACCEPTANCE OF 9 TILES COMPARED TO THE TERMINAL 1P.

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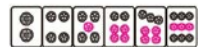
181  
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210

[ 東1局 東家 7巡目 ]

**A 198**



1シャンテン [ 1P × 19 2P × 15 2P × 15 2P × 15 2P × 15 ]



THIS SHAPE IS COMMONLY CALLED →SEPARATED RYANKAN←, WAITING ON 3-8P.

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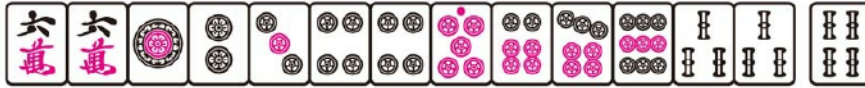
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**Q 199**

[ 東1局 東家 7巡目 ]



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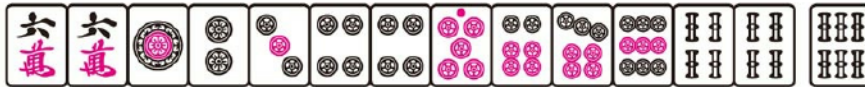
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**Q 200**

[ 東1局 東家 7巡目 ]



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**Q 201**

[ 東1局 東家 7巡目 ]



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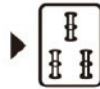
271  
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301

WE CAN'T FORGET ABOUT  
ALCHEMY IF WE WANT TO  
TALK ABOUT OCCULT.  
ALCHEMY IS THE ATTEMPT TO  
REFINE PRECIOUS METALS (ESPE-  
CIALLY GOLD) FROM BASE METALS.



[ 東1局 東家 7巡目 ]

**A 199**

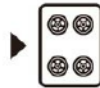


1シャンテン [ 1p × 16 2p × 16 3p × 16 4p × 14 5p × 10 ]

3S AND 4P GIVE THE SAME TILE ACCEPTANCE. CUTTING 4P MAKES SURE OF ITTSU, BUT SINCE I HAVE AN AKA AND THUS 3900 POINTS MINIMUM EVEN WITHOUT YAKU, I'LL GIVE PRIORITY TO GOOD SHAPE AND PINFU.

[ 東1局 東家 7巡目 ]

**A 200**



1シャンテン [ 1p × 12 2p × 12 3p × 12 4p × 10 5p × 10 ]

COMPLETING EITHER MANZU OR SOUZU GIVES YOU ITTSU TENPAI. YOU CAN ALSO SEE 456 SANSHOKU AND TANYAO, BUT GIVE PRIORITY TO THE ALMOST COMPLETED ITTSU.

[ 東1局 東家 7巡目 ]

**A 201**



2シャンテン [ 1s × 24 6m × 20 8m × 20 9p × 20 1s × 20 ]

YOU HAVE 6 BLOCKS. AIM FOR ITTSU IISHANTEN, AND CUT THE MANZU KANCHAN. DROP IT STARTING FROM 8M, SINCE IT'S ON THE OUTSIDE, BUT IF YOU HAD A SURE ITTSU IT'D BETTER TO START FROM THE INSIDE WITH 6M.

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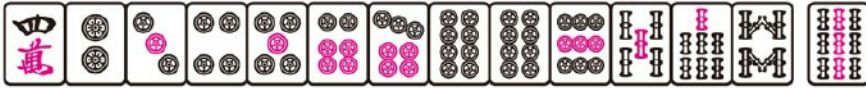
241  
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**Q 202**

[ 東1局 東家 1巡目 ]



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**Q 203**

[ 東1局 西家 8巡目 ]



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**Q 204**

[ 東1局 西家 8巡目 ]



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ALTHOUGH ALCHEMY DID NOT  
 PRODUCE GOLD, THE DISCOVERIES  
 MADE IN THE COURSE OF ITS  
 RESEARCH ARE INNUMERABLE,  
 AND THEY HAVE BEEN CARRIED  
 FORWARD INTO MODERN SCIENCE.



[ 東1局 東家 1巡目 ]

**A 202**

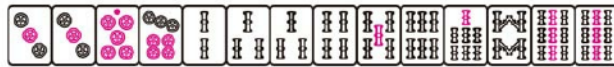


1シャンテン [ 4-manzen × 40 4-wind × 39 5-wind × 39 6-wind × 16 ]

FROM THE LOGS OF A CERTAIN DIGITAL PLAYER, HE FIXED THE PAIR AND CUT DORA 9P, BUT THINKING ONLY OF WIN SPEED IS A WRONG WAY TO PLAY. IF YOU THINK OF EXPECTED VALUE, THERE'S NO WAY THAT LOSING ITTSU AND DORA IS THE BETTER CHOICE. IF YOU LOOK FOR ITTSU, IT'S A GOOD IDEA TO MAKE THE HEAD SOMEWHERE ELSE THAN PINZU. EVEN IF YOU END UP MAKING THE HEAD IN PINZU, YOU STILL WANT TO HAVE AT LEAST A DORA IN HAND. THE MAXIMUM EXPECTED VALUE IS THE 8P CUT.

[ 東1局 西家 8巡目 ]

**A 203**



1シャンテン [ 1-wind × 18 2-wind × 18 3-wind × 15 4-wind × 15 ]

A BALANCE BETWEEN ITTSU AND TANYAO. DRAWING 1S GIVES YOU ITTSU BY DROPPING 3S, WHILE DRAWING 4S GIVES YOU TANYAO BY DROPPING 9S. IF YOU INSTEAD CUT 3S, YOU WON'T BE ABLE TO GET TANYAO ON 4S DRAW.

[ 東1局 西家 8巡目 ]

**A 204**



1シャンテン [ 1-wind × 18 2-wind × 18 3-wind × 18 4-wind × 15 5-wind × 15 ]

THE TILE ACCEPTANCE IS MAXIMUM. ON 6S DRAW, CUTTING ITS SUJI 3S UP-GRADGES YOUR RYANMEN 1-4S WAIT TO SANMENCHAN 147S.

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**Q 205**

[ 東1局 西家 7巡目 ]

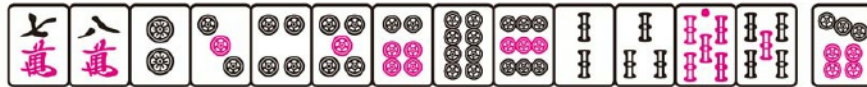


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**Q 206**

[ 東1局 西家 7巡目 ]



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**Q 207**

[ 東1局 西家 9巡目 ]



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IN THEORY, IT \*IS\* POSSIBLE  
TO CONVERT MERCURY INTO  
GOLD USING MODERN TECH  
BUT THAT IT'S MEANINGLESS  
SINCE THE PROCESS COSTS  
TOO MUCH



[ 東1局 西家 7巡目 ]

**A 205**



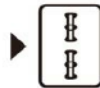
2シャンテン [ 5P × 23 6P × 23 7P × 23 8P × 22 9P × 22 ]

6 BLOCKS, SO ONE TOO MANY. AIM FOR A WIDE ITTSU IISHANTEN.  
IF YOU GET A TRIPLET OF 5P, YOU CAN GET THE HAND BELOW AND TRANSITION INTO TANYAO, SO DON'T CUT IT.



[ 東1局 西家 7巡目 ]

**A 206**



1シャンテン [ 7P × 18 8P × 18 9P × 18 10P × 18 11P × 16 12P × 16 ]

BECAUSE THERE'S ITTSU CHANCE, ONE SEQUENCE BETWEEN 78M AND 23S MUST GO. IF YOU DROP 2S, YOU CAN STILL ACCEPT THE BACKFIRE 4S FOR A 42 TILES IISHANTEN, SHOWN BELOW



[ 東1局 西家 9巡目 ]

**A 207**



1シャンテン [ 1P × 12 2P × 12 3P × 12 4P × 12 5P × 12 南 × 12 ]

LEAVE ITTSU ALIVE. THE CHOICE IS BETWEEN 4P AND NAN. SINCE IT'S ALREADY THE 9TH TURN, OTHER PLAYERS MAY BE OR GET TENPAI SOON. SINCE YOU DON'T WANT TO DROP THE SECOND 4P LATER, DROP NAN PAIR.  
->SAFETY NOW RATHER THAN SAFETY LATER->  
ALSO, 4P MAKES 1P AND 7P SAFER FOR THE OTHER PLAYERS DUE TO SUJI, SO KEEP IT TO MAKE IT HARDER TO GUESS YOUR WAIT.

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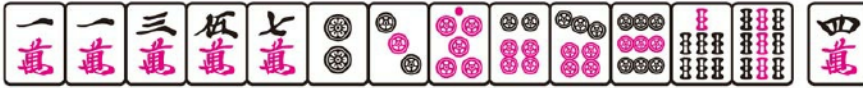
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**Q 208**

[ 東1局 東家 7巡目 ]



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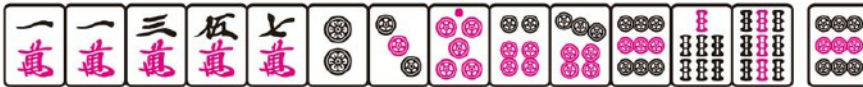
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**Q 209**

[ 東1局 東家 7巡目 ]



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**Q 210**

[ 東1局 東家 7巡目 ]



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THEY MAKE FUN OF THE OCCULT  
THESE DAYS, BUT EVEN  
SHINTARO ISHIHARA, THE  
FORMER GOVERNOR OF TOKYO,  
SAID HE WAS LOOKING  
FOR NESSIE!



[ 東1局 東家 7巡目 ]

**A 208**



1シャンテン [ 7 × 12 9 × 12 ] 2シャンテン [ 8 × 61 ]

DROPPING 79S PENCHAN BRINGS YOU BACK TO 2 SHANTEN, SO THE CHOICE IS BETWEEN 9P AND 7M. THE CONDITIONS TO GET ITTSU IS TO DRAW 8P FIRST (AS IF YOU WERE TO 1-4P FIRST YOU'D INSTA RIICHI), AND EVEN THEN, YOU'LL STILL NEED 4P. IF SO, IT IS BETTER TO LEAVE THE POSSIBILITY OF GETTING A 3-SIDED MANZU WAIT ON 6M DRAW.

[ 東1局 東家 7巡目 ]

**A 209**



1シャンテン [ 1 × 24 7 × 24 8 × 24 9 × 24 5 × 20 6 × 20 ]

FOLLOWING THE 2-HEADS THEORY, KEEP 2 PAIRS. WITH THAT, IF YOU DRAW A TRIPLET YOU CAN USE THE OTHER AS HEAD. FORESEE 567 SANSHOKU OR ITTSU IMPROVEMENTS.

[ 東1局 東家 7巡目 ]

**A 210**



1シャンテン [ 1 × 8 2 × 8 ] 2シャンテン [ 3 × 65 ]

GO INTO A SHAPE THAT CAN INCORPORATE AKA 5M. IF YOU COUNT 1 BLOCK IN MANZU, AND 3 BLOCKS IN PINZU, THAT MEANS YOU HAVE SPACE ONLY FOR 1 BLOCK IN SOUZU.

YOU SHOULDN'T RUSH AHEAD AND DROP 2P BECAUSE YOU WANT TO MOVE TOWARDS THE FOLLOWING SHAPES:



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271  
}<br>301







[ 東1局 東家 5巡目 ] 

**A 211**



テンパイ [  ×3  ×3 ]

CHIITOI DORA DORA TENPAI. IT'S OBVIOUS TO TAKE THE 1P WAIT, BUT THE QUESTION IS IF YOU SHOULD RIICHI. 9600 POINTS ARE GREAT, BUT THE MODERN MAHJONG THEORY SAYS TO INSTA RIICHI TO STOP THE OTHER PLAYERS AND GO FOR HANEMAN TSUMO. IF THE OTHERS ARE SLOWED DOWN, YOUR NUMBER OF TSUMO CHANCES WILL NATURALLY INCREASE. REMEMBER THAT ->IF IT'S A BAD WAIT DON'T DAMA, BUT RIICHI TO STOP THE OTHER PLAYERS-< TACTIC EXISTS.

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[ 東1局 東家 5巡目 ] 

**A 212**



2シャンテン [  ×37  ×33  ×33  ×33  ×33 ]

6 BLOCKS, SO ONE TOO MANY. MOST OF THEM ARE GOOD SHAPES, SO CUT THE WEAKEST 9S BLOCK. EVEN IF YOU HAVE A CHANCE OF CHIITOI, FIXING THE DORA HEAD BY CUTTING 4S IS TOO GREEDY.

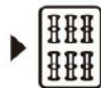
121  
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181  
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210

[ 東1局 東家 5巡目 ] 

**A 213**



1シャンテン [  ×9  ×9  ×9  ×9 ]

CHIITOI IISHANTEN. YOU DO HAVE 6 BLOCKS, BUT IT'S BETTER TO WAIT AND SEE WHAT HAPPENS WITH THE NEXT DRAWS. IF YOU CAN DRAW 2P OR 4S NEXT, THE 6S EARLY DROP WILL MAKE IT EASIER TO WIN WITH RIICHI.

211  
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240

241  
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270

271  
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301

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### Q 214

[ 東1局 東家 4巡目 ]



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061  
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090

### Q 215

[ 東1局 西家 7巡目 ]



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121  
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150

### Q 216

[ 東1局 東家 3巡目 ]



151  
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181  
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210

211  
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240

241  
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271  
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301

I DIDN'T SEE →MAHJONG PRO←  
IN THE LIST OF JOBS.  
BUT THERE WAS  
→SHOGI PLAYER←

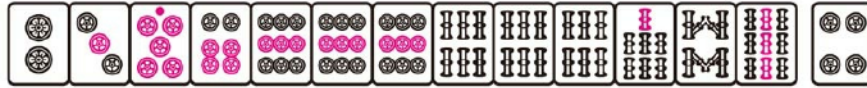




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### Q 217

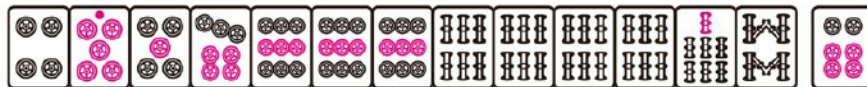
[ 東1局 西家 6巡目 ]



061  
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### Q 218

[ 東1局 西家 6巡目 ]



121  
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150

### Q 219

[ 東1局 西家 6巡目 ]



211  
~  
240

SHOGI PLAYERS HAVE A  
STABLE INCOME.  
A MAHJONG PROFESSIONAL'S  
INCOME IS... (GULP)








241  
~  
270

271  
~  
301

[ 東1局 西家 6巡目 ]

**A 217**



テンパイ [  ×11  ×11  ×11  ×6  ×6 ]

SINCE YOU CAN'T KAN ON 9P DUE TO IT BEING DORA INDICATOR, CUT IT AND CALL RIICHI.  
SINCE YOU HAVE A 3 SIDED WAIT, KEEP THE TRIPLET THAT LETS YOU CALL KAN.

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[ 東1局 西家 6巡目 ]

**A 218**



テンパイ [  ×10  ×7  ×7  ×6 ]

THIS IS THE TILE THAT GIVES YOU THE BEST ESTIMATED VALUE AND WIN RATE.  
CUTTING 5P MAKES YOU WAIT ON 4-7-8P (3 KINDS, 10 TILES).  
IN ORDER OF EXPECTED VALUE, IT'S 5P > 6S > 4P > 9P

091  
}  
120






121  
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151  
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180

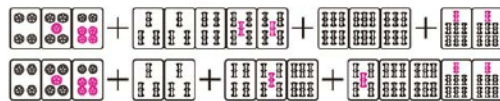
[ 東1局 西家 6巡目 ]

**A 219**



テンパイ [  ×9  ×7  ×7  ×5  ×2 ]

4-5-8S 3 SIDED WAIT. IT IS ALSO THE WIDEST WAIT POSSIBLE. 4S GIVES YOU IPEIKOU, 5S IPEIKOU AND MENTANPIN, 8S MENTANPIN. SEE BELOW



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241  
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271  
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### Q 220

[ 東1局 西家 6巡目 ]



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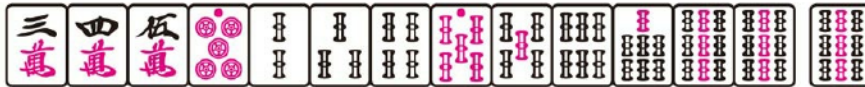
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### Q 221

[ 東1局 西家 6巡目 ]



091  
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121  
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### Q 222

[ 東1局 西家 6巡目 ]



151  
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180



181  
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210

211  
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241  
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270

271  
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301

->OCCUPATION: MAHJONG<-  
I WONDER IF GETTING A  
MORTGAGE IS DIFFICULT



[ 東1局 西家 6巡目 ]

A 220



▶ リーチ

テンパイ [ ×4 ] 1シャンテン [ ×36 ×32 ]

TANYAO AKA, SO VALUE IS GOOD. BREAKING TENPAI ISN'T TOO BAD, BUT YOU RISK LOSING TANYAO. AN EARLY RIICHI IS GREAT BECAUSE IT ALSO PUTS PRESSURE ON THE OTHER PLAYERS, SO CALL RIICHI.

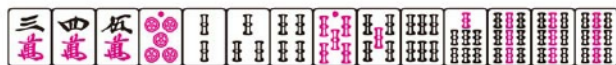
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[ 東1局 西家 6巡目 ]

A 221



▶ リーチ

テンパイ [ ×9 ×3 ×3 ] 1シャンテン [ ×46 ]

YOU CAN SEE ITTSUU AND 345 SANSHOKU. IF YOU SET UP FOR ITTSUU, YOU HAVE TO DROP 5S AND LOSE SANSHOKU, WHILE IF YOU SET UP FOR SANSHOKU, YOU HAVE TO DROP 2S AND LOSE ITTSUU. YOU CAN'T GET A IISHANTEN THAT ACCEPTS BOTH, SO IT'S NOT WORTH IT TO BREAK THIS 3 SIDED WAIT WITH AKA. YOU HAVE GOOD ODDS OF WINNING IT.

091  
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121  
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151  
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180

[ 東1局 西家 6巡目 ]

A 222



▶

テンパイ [ ×3 ×3 ] 1シャンテン [ ×42 ×42 ]

YOU CAN GET TENPAI, BUT IT'D BE A BAD TANKI WAIT ON 5P OR 6P. BY GOING BACK TO IISHANTEN WITH 9M, YOU'RE NOW WAITING FOR 47P, 147M, 258M. YOU COULD ALSO GO BACK INTO IISHANTEN WITH 4M, TO KEEP ITTSUU POSSIBLE, BUT YOU'D JUST END UP IN THE SAME 5P-6P TANKI WAIT IF YOU WERE TO GET IT.

211  
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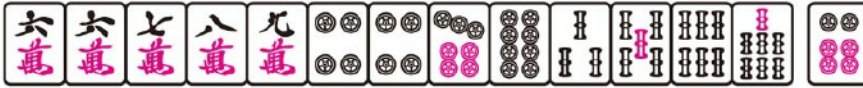




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**Q 226**

[ 東1局 西家 5巡目 ]



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**Q 227**

[ 東1局 西家 5巡目 ]

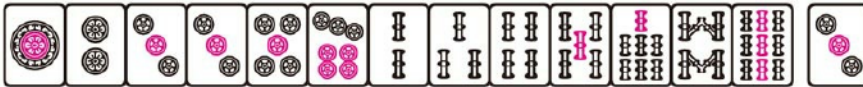


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**Q 228**

[ 東1局 西家 5巡目 ]



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211  
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240

THE STATUS OF A MAHJONG PRO IS NOT AS HIGH AS THAT OF A SHOGI OR GO PRO, BUT I SUPPOSE PART OF THE REASON IS THAT THERE ARE SO MANY MAHJONG PROS OUT THERE.



241  
~  
270

271  
~  
301

[ 東1局 西家 5巡目 ]

**A 226**



テンパイ [ ×4 ] 1シャンテン [ ×46 ×44 ]

REFUSE TENPAI. THE 3S IS A STRONG TILE AS IT IS ONE-AWAY FROM A COMPLETED SEQUENCE, IT WOULD BE FOOLISH TO REFUSE TENPAI IN THE LATER PARTS OF THE ROUND, BUT IT'D BE FOOLISH TO CUT SUCH A GOOD TILE THIS EARLY TOO. CUT 9M TO AIM FOR TANYAO. DRAWING 8S TURNS THE HAND INTO SANSHOKU. IF NEED ARISES, YOU CAN ALSO CHI 4S.

[ 東1局 西家 5巡目 ]

**A 227**



テンパイ [ ×4 ] 1シャンテン [ ×40 ×39 ]

DAMATEN. WAIT IS BAD AND SO IS VALUE, SO FOR NOW STAY DAMA AND FORESEE IMPROVEMENTS IN MANZU OR PINZU. 8M GIVES YOU IPEIKOU, AND YOU HAVE 4 KINDS OF TILES THAT GIVE YOU PINFU.

[ 東1局 西家 5巡目 ]

**A 228**



テンパイ [ ×4 ×4 ] 1シャンテン [ ×43 ×39 ]

BECAUSE THERE IS NO DORA AND NO YAKU, I BREAK TENPAI. IF YOU KEEP 5P AND DRAW 4P, YOU GET A 3-6P WAIT, WHILE IF YOU KEEP 7P AND DRAW 8P, YOU GET A 6-9P WAIT, SO CUT 5P BECAUSE THE WAIT WOULD BE WORSE. OF COURSE, THE BEST DRAWS WOULD BE 1S-6S TO GET ITTSU ON SOUZU.

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**Q 229**

[ 東1局 西家 5巡目 ]

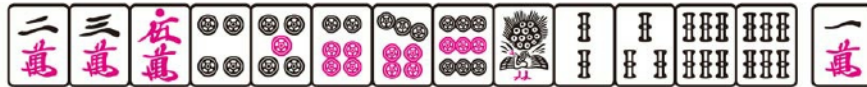


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**Q 230**

[ 東1局 西家 5巡目 ]



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121  
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150

**Q 231**

[ 東1局 西家 5巡目 ]



151  
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180

181  
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210

211  
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240

IN SHOGI YOU HAVE A PIECE DROP, IN GO YOU HAVE A STONE PLACEMENT, ISN'T IT GOOD TO HAVE A HANDICAP BASED ON THE DIFFERENCE IN STRENGTH?



241  
~  
270

271  
~  
301

[ 東1局 西家 5巡目 ]

**A 229**



テンパイ [ 2C×4 3C×4 ] 1シャンテン [ 6C×54 ]

REFUSE TENPAI. INSTANT RIICHI FOR 5200 ISN'T BAD, BUT WITH THIS SHAPE YOU'LL GET TENPAI BACK IN NO TIME. CALL FURITEN RIICHI IF YOU HAPPEN TO DRAW THE 8P BACKFIRE.

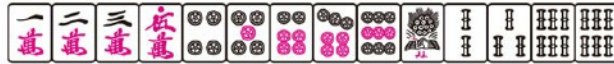
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[ 東1局 西家 5巡目 ]

**A 230**



テンパイ [ 5C×4 ] 1シャンテン [ 6C×48 ]

SINCE THE FLOATING TILE AKA 5M IS VERY STRONG, BREAK TENPAI. INSTANT RIICHI FOR 2600 ISN'T BAD, BUT YOU HAVE 6 TILES (INCLUDING FURITEN) THAT GIVE YOU RYANMEN TENPAI. IF YOU GET TO USE AKA, IT'S MENPIN DORA 2.

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120

121  
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150

151  
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180

[ 東1局 西家 5巡目 ]

**A 231**



リーチ

テンパイ [ 2C×4 ] 1シャンテン [ 3C×33 6C×34 8C×30 ]

NOT GETTING MENTANPIN AND 567 SANSHOKU IS A DISAPPOINTMENT, BUT IT'S STILL A 5200 POINTS HAND. IT WOULD BE EXTREMELY DIFFICULT TO SCORE MORE THAN 5200 WITHOUT USING THE DORA 1P.

181  
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210

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240

241  
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270

271  
}  
301

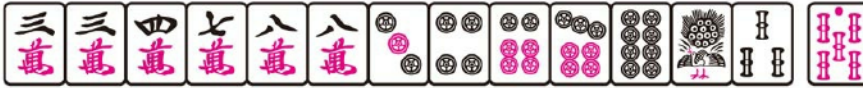
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**Q 232**

[ 東1局 西家 5巡目 ]



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**Q 233**

[ 東1局 西家 3巡目 ]



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**Q 234**

[ 東1局 西家 5巡目 ]



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301

IF A MAHJONG PRO GOES  
⇒5000 POINTS INTO  
SHADOWREALM⇐, WILL  
PEOPLE LOOK AT HIM  
DIFFERENTLY?



[ 東1局 西家 5巡目 ]



**A 232**



2シャンテン [ × 32 × 32 × 28 × 28 × 24 × 24 ]

AIM FOR TANYAO AND 345 SANSHOKU. IT MAY LOOK GOOD TO DROP 3M, BUT IF YOU DRAW 4-5-6-7S IT IS BETTER TO HAVE IT IN HAND. THIS WAY YOU ALSO KEEP 2 HEADS, SO IT HAS THE BEST ACCEPTANCE.

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[ 東1局 西家 3巡目 ]



**A 233**



1シャンテン [ × 8 × 8 × 8 ] 2シャンテン [ × 75 ]

THERE ARE 3 TILES THAT BRING YOU INTO IISHANTEN WHEN DROPPED, BUT THEY'RE ALL BAD SHAPES. SINCE IT'S STIL THE START OF THE ROUND, I WANT TO AIM FOR GOOD SHAPES EVEN IF I STAY IN 2-SHANTEN. LET'S SET UP THE SOUZU RYANKAN 3-5-7S, THAT ACCEPTS ALSO DORA, AND AIM FOR THE GROWTH OF MANZU AND PINZU SHAPES.

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}  
120

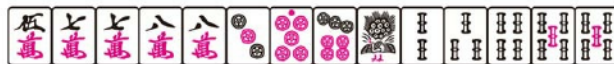
121  
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[ 東1局 西家 5巡目 ]



**A 234**



2シャンテン [ × 29 × 25 × 25 × 23 × 22 × 16 ]

THE CHOICE IS BETWEEN 1S AND 5M. EVEN IF YOU CUT 1S NOW FOR TANYAO, YOU'LL PROBABLY END UP CUTTING 5M TOO LATER (CHECK WHAT HAPPENS WITH 6M DRAW).

RATHER THAN EXPECTING A CHANGE AROUND 5M, IT'S BETTER TO KEEP THE SOUZU AS THEY ARE (YOU GET 2 SEQUENCES THERE ON 3-6-5S DRAWS).

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241  
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270

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**Q 235**

[ 東1局 西家 7巡目 ]



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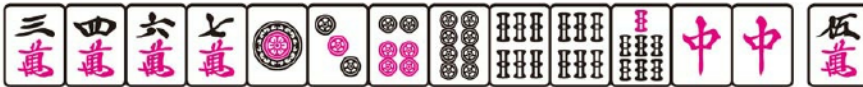
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**Q 236**

[ 東1局 東家 5巡目 ]



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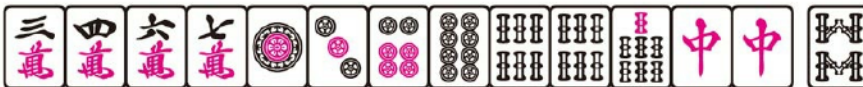
121  
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**Q 237**

[ 東1局 東家 5巡目 ]



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THERE ARE THREE OPPONENTS IN MAHJONG, BUT THE HARDEST PART MAY BE THE STRUGGLE AGAINST YOURSELF.



[ 東1局 西家 7巡目 ]

**A 235**



2シャンテン [ 萬×28 龍×28 筒×28 牌×26 索×26 風×22 ]

IF YOU WERE IN IISHANTEN WITH CLOSER 678 SANSHOKU, BETTER CHOICES WOULD BE 4P OR 8P, BUT SINCE SANSHOKU IS NOT CONFIRMED, PRIORITY IS GIVEN TO FIXING THE GOOD SHAPE 34M RYANMEN. WITH THIS, YOU CAN MOVE TO TANYAO ON 3P OR 4P DRAWS.

[ 東1局 東家 5巡目 ]

**A 236**

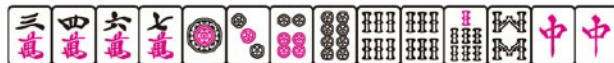


2シャンテン [ 龍×27 牌×27 索×27 筒×27 風×27 ]

6 BLOCKS, SO KEEP THE PON MATERIAL AND DROP THE KANCHAN. AS FOR THE TENPAI SHAPE, THE OUTER 13P KANCHAN IS BETTER THAN THE 68P, BUT SINCE YOU CAN SEE AKA 5P IMPROVEMENT AND SANSHOKU, KEEP THE 68P OVER 13P.

[ 東1局 東家 5巡目 ]

**A 237**



2シャンテン [ 筒×20 風×16 七×16 龍×16 索×16 ]

DON'T DROP CARELESSLY THE 6S. FORESEE THE CHUN PON AND THE SANSHOKU, AND COUNT 5 BLOCKS. IF YOU CUT 6S, YOU WON'T HAVE A PAIR AFTER CALLING CHUN AND YOU'LL BE LEFT WITH BAD SHAPES.

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[ 東1局 西家 4巡目 ]

**A 238**

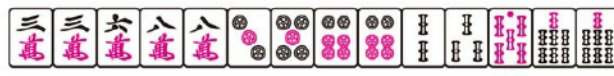


2シャンテン [ 2 2 (red) × 28 2 2 (green) × 24 2 2 (red) × 24 2 2 (green) × 24 2 2 (red) × 24 2 2 (green) × 24 ]

THE HAND ISN'T GOOD ENOUGH TO DROP AKA 5S. FOLLOW THE 2 HEADS THEORY FOR NOW. IT WOULD BE NICE TO MAKE 2 SEQUENCES IN SOUZU, BUT DEPENDING ON THE SITUATION, YOU COULD ALSO CUT 2S OR 8S TO MAKE A RYANKAN.

[ 東1局 東家 4巡目 ]

**A 239**



2シャンテン [ 2 2 (red) × 15 2 2 (green) × 15 2 2 (red) × 15 2 2 (green) × 15 2 2 (red) × 15 2 2 (green) × 15 ]

DON'T CUT 2S THINKING THAT YOU WANT TO FORCE TANYAO AND AKA 5S. IT IS CORRECT TO DIVIDE SOUZU IN 2 BLOCKS, 23 + 577, TO SEE IT WELL. SINCE HAVING ONLY 1 BLOCK IN PINZU IS FINE, LET'S DROP 3P (WITH THE INTENTION OF DROPPING 6P LATER).

YOU CAN SOLVE THIS PROBLEM BY USING THE 3 WEAK BLOCKS THEORY. MANZU ARE 5 TILES, SOUZU ARE 5 TILES, SO YOU HAVE TO CUT FROM THE EVEN PINZU (4 TILES)

[ 東1局 西家 4巡目 ]

**A 240**



1シャンテン [ 2 2 (red) × 8 2 2 (green) × 8 ]

THERE IS 234 SANSHOKU, SO I'D BE HAPPIER WITH 3-4P DRAWS RATHER THAN 6P. BECAUSE IT'S DIFFICULT TO MAKE 2 BLOCKS NEAR THE 7P TRIPLET, CUT 8P.

001  
~  
030  
031  
}  
060  
061  
}  
090  
091  
}  
120  
121  
}  
150  
151  
}  
180  
181  
}  
210  
211  
}  
240  
241  
}  
270  
271  
}  
301

001  
}  
030

### Q 241

[ 東1局 東家 7巡目 ]



031  
}  
060



061  
}  
090

### Q 242

[ 東1局 東家 7巡目 ]



091  
}  
120



121  
}  
150

### Q 243

[ 東1局 東家 7巡目 ]



151  
}  
180



181  
}  
210

211  
}  
240

241  
}  
270

271  
}  
301

PROBABLY, WHEN YOU MAKE A LOT FROM A SHITTY LUCKLESS START, YOU WOULD SAY ->TENPARU<-, BUT WASN'T IT ORIGINALLY A MAHJONG TERM ANYWAY?



[ 東1局 東家 7巡目 ]

A 241



1シャンテン [ 1p × 20 2p × 20 3p × 20 4p × 16 5p × 13 ]

PRIORITY IS GIVEN TO TANYAO INSTEAD OF DRAWING A DORA PAIR.

001  
}  
030

031  
}  
060

[ 東1局 東家 7巡目 ]

A 242



1シャンテン [ 1p × 20 2p × 20 3p × 20 4p × 16 5p × 13 ]

DORA PAIR, TANYAO, AKA 5P, 678 SANSHOKU. YOU CAN LOOK FORWARD TO THOSE, THE MAXIMUM EXPECTED VALUE AND THE MAXIMUM INSTANT TILE ACCEPTANCE ARE BOTH WITH THE 9S DROP. YOU SHOULDN'T LOOK FORWARD TO EXTENDING THE SOUZU AS YOU'LL LOSE TANYAO IN DOING SO.

061  
}  
090

091  
}  
120

121  
}  
150

[ 東1局 東家 7巡目 ]

A 243



1シャンテン [ 4m × 28 5m × 16 6m × 16 7m × 16 8m × 15 9m × 15 ]

FIX THE SEQUENCES SO THAT YOU'LL KEEP AKA 5M AND THE CONFIRMED 789M IPEIKOU. YOU LOSE THE HEAD, BUT IT'S NOT A BIG PROBLEM TO GO TANKI BECAUSE YOU HAVE A GOOD HAND. YOU COULD ALSO GO TANKI ON DORA 1P IF YOU GET IT.

EVEN WITH THIS KUTTSUKI IISHANTEN, YOU'LL GET A RYANMEN WAIT ON 4P 5P 6S 7S DRAWS (12 TILES, 4 KINDS). SIMPLE MATHS SAYS THAT THERE IS 43% CHANCE OF GETTING RIICHI PINFU AKA IPEIKOU TENPAI.

151  
}  
180

181  
}  
210

211  
}  
240

241  
}  
270

271  
}  
301

001  
}  
030

### Q 244

[ 東1局 西家 4巡目 ]



031  
}  
060

061  
}  
090

### Q 245

[ 東1局 西家 4巡目 ]



091  
}  
120

121  
}  
150

### Q 246

[ 東1局 西家 3巡目 ]



151  
}  
180

181  
}  
210

211  
}  
240

241  
}  
270

271  
}  
301

THE TERMS →RIICHI← AND  
→RENCHAN← USED IN  
PACHINKO WERE FIRST  
USED IN MAHJONG.



[ 東1局 西家 4巡目 ]

A 244



1 シャンテン [ 三  $\times$  8 四  $\times$  8 五  $\times$  8 六  $\times$  8 七  $\times$  8 八  $\times$  8 九  $\times$  8 ]

HOW TO DROP PENCHAN: INSIDE TO OUTSIDE.  
EVEN IF YOU MANAGE TO GET A 23P FURITEN OR A 24P KANCHAN, THEY'D BE THE WEAKEST BLOCKS, SO START FROM THE INSIDE THINKING OF SAFETY.

[ 東1局 西家 4巡目 ]

A 245



1 シャンテン [ 三  $\times$  8 四  $\times$  8 五  $\times$  8 六  $\times$  8 七  $\times$  8 八  $\times$  8 九  $\times$  8 ]

HOW TO DROP PENCHAN: OUTSIDE TO INSIDE.  
AFTER YOU CUT 1P, IF YOU DRAW 2P - 3P - 4P THEY'RE ALL BETTER SHAPES THAN 13S KANCHAN.  
FURITEN RYANMEN IS STRONGER THAN KANCHAN, ESPECIALLY IN THIS CASE SINCE YOU CAN CHI 4P INTO TANYAO TO GET RID OF FURITEN.

[ 東1局 西家 3巡目 ]

A 246



1 シャンテン [ 三  $\times$  16 四  $\times$  12 五  $\times$  8 ] 2 シャンテン [ 三  $\times$  54 ]

IF THE PINZU GROW, YOU'LL HAVE 6 BLOCKS. THE LATER, THE BETTER IS TO MOVE FORWARD, BUT SINCE IT'S JUST THE 3RD TURN YOU CAN AFFORD TO GO BACK INTO 2-SHANTEN TO TRY TO GET A PERFECT IISHANTEN.  
IF YOU CAN MAKE A PERFECT IISHANTEN, 9S WILL PROBABLY GET CUT NATURALLY ANYWAY. SEE:

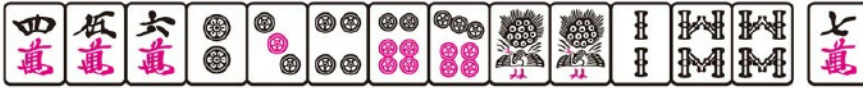


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030
031
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181
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210
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240
241
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270
271
>
301

001  
}  
030

**Q 247**

[ 東1局 東家 4巡目 ]



031  
}  
060

061  
}  
090

**Q 248**

[ 東1局 東家 7巡目 ]



091  
}  
120

121  
}  
150

**Q 249**

[ 東1局 西家 5巡目 ]



151  
}  
180

181  
}  
210

211  
}  
240

241  
}  
270

271  
}  
301

MAHJONG IS AN UNREASONABLE GAME. IF YOU THINK YOUR RESULTS WILL MIRROR YOUR EFFORT, YOU'LL GET YOUR HEART BROKEN



[ 東1局 東家 4巡目 ]



**A 247**



1 シャンテン [ 緑 × 16 赤 × 16 白 × 12 緑 × 12 ]

DORA 1 AS DEALER. ALTHOUGH YOU COULD DROP 7M, THIS BOOK RECOMMENDS CUTTING 1S.

LET'S COMPARE THE TILES THAT GIVE TENPAI, EXCEPT THE COMMON 58P. CUTTING 7M GIVES 1-3-8S (3 KINDS, 8 TILES), WHILE CUTTING 1S GIVES 3S (4 TILES), GIVING 7M THE DOUBLE OF ACCEPTED TILES.

NOW, LET'S COMPARE THE RYANMEN UPGRADES. 7M GIVES 7S (4 TILES), WHILE 1S GIVES 3-6-5-8M (4 KINDS, 14 TILES), GIVING 1S THE TRIPLE OF ACCEPTED IMPROVEMENTS.

WHEN YOU CONSIDER THE INCREASE IN VALUE, LIKE WITH TANYAO, THERE'S AN ADVANTAGE IN CUTTING 1S.

001  
}  
030

031  
}  
060

061  
}  
090

091  
}  
120

[ 東1局 東家 7巡目 ]



**A 248**



1 シャンテン [ 緑 × 16 赤 × 16 白 × 12 緑 × 12 ]

AIM FOR MENTANPIN IMPROVEMENTS, OR TO GET PERFECT IISHANTEN ON 5-7S DRAWS. YOU'RE LOSING 4 TILES COMPARED TO 4M, BUT IT'S WORTH IT FOR THE TANYAO AND SANSHOKU POSSIBILITIES. THE ODDS OF DRAWING 5-7S ARE DOUBLE THE ODDS OF DRAWING BACKFIRE 3S, AFTER ALL.

121  
}  
150

151  
}  
180

181  
}  
210

[ 東1局 西家 5巡目 ]



**A 249**



1 シャンテン [ 緑 × 12 赤 × 8 白 × 8 ] 2 シャンテン [ 白 × 63 ]

THE EASY TILE TO CUT 5P WILL PROBABLY GIVE A BAD SHAPE TENPAI WITHOUT YAKU. EVEN IF I'M ALREADY USING LOTS OF PINZU, DRAWING 3-6P GIVES 4-7P WAIT, AND VICEVERSA.

THE CORRECT ANSWER IS TO GO BACK INTO 2-SHANTEN TO GET TANYAO.

211  
}  
240

241  
}  
270

271  
}  
301

001  
}>  
030

**Q 250**

[ 東1局 東家 5巡目 ]



031  
}>  
060

061  
}>  
090

**Q 251**

[ 東1局 東家 5巡目 ]



091  
}>  
120

121  
}>  
150

**Q 252**

[ 東1局 東家 5巡目 ]



151  
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180

181  
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210

211  
}>  
240

241  
}>  
270

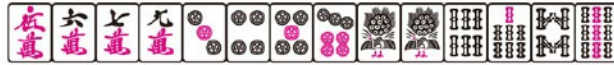
271  
}>  
301

MAYBE IT'S THE SAME IN LOVE?  
->I LOVE YOU SO MUCH-< AND  
->I'M TRYING SO HARD-<, BUT IF  
YOU SAY THAT, IT'S OVER.



[ 東1局 東家 5巡目 ]

**A 250**



1シャンテン [ 9000 × 44 6666 × 38 7777 × 38 8888 × 36 ]

KUTTSUKI IISHANTEN. THE FLOATING TILES ARE 7P AND 6S.  
IF YOU DRAW 1S, YOU CAN GET A NOBETAN 69S.

001  
}  
030

031  
}  
060

061  
}  
090

[ 東1局 東家 5巡目 ]

**A 251**



2シャンテン [ 9999 × 59 8888 × 57 7777 × 53 9000 × 52 8888 × 44 9999 × 24 ]

THERE ARE 3 CHOICES: 9M, 2S, 9S. SINCE THERE IS A SHORTAGE OF  
BLOCKS, I WANT TO KEEP 9M IN CASE I DRAW 8M.  
BECAUSE YOU CAN SEE PINFU, IT'S BETTER TO GO FOR THE ARYANMEN 1123S  
RATHER THAN THE NOBETAN 6789S, SO DROP THE 9S.

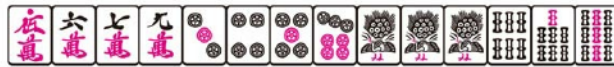
091  
}  
120

121  
}  
150

151  
}  
180

[ 東1局 東家 5巡目 ]

**A 252**



1シャンテン [ 9000 × 17 8888 × 17 7777 × 14 6666 × 10 ]

YOU CAN INSTANT RIICHI IF YOU HAPPEN TO DRAW 8S FOR THE NOBETAN  
WAIT. ALSO IF YOU DRAW 6S, YOU CAN RIICHI THE 8S KANCHAN.

181  
}  
210

211  
}  
240

241  
}  
270

271  
}  
301

001  
}>  
030

**Q 253**

[ 東1局 東家 2巡目 ]



031  
}>  
060

061  
}>  
090

**Q 254**

[ 東1局 東家 2巡目 ]



091  
}>  
120

121  
}>  
150

**Q 255**

[ 東1局 東家 2巡目 ]



151  
}>  
180

181  
}>  
210

211  
}>  
240

241  
}>  
270

271  
}>  
301

->IS IT WORTH THE TIME AND EFFORT?-> I DON'T WANT TO THINK ABOUT THAT, BOTH IN MAHJONG AND IN LOVE.





001  
}>  
030

### Q 256

東1局 東家 8巡目

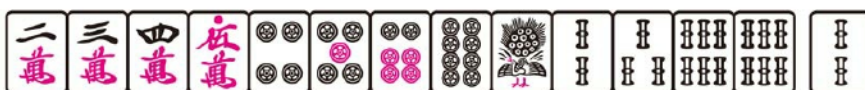


031  
}>  
060

061  
}>  
090

### Q 257

東1局 東家 8巡目

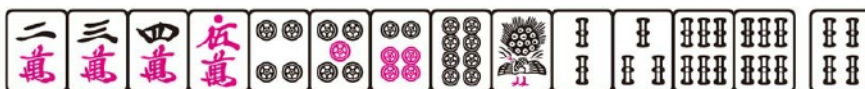


091  
}>  
120

121  
}>  
150

### Q 258

東1局 東家 8巡目



151  
}>  
180

181  
}>  
210

211  
}>  
240

241  
}>  
270

271  
}>  
301

I SHOWED MY REPLAY TO  
SOMEONE AND HE SAID "I'M  
TURNING RETARDED JUST  
FROM SEEING THIS", ISN'T  
THAT FUCKED UP?



[ 東1局 東家 8巡目 ]



A 256



1 シャンテン [ 2-3-4-5 bamboo × 44 2-3-4-5 circles × 37 2-3-4-5 squares × 31 2-3-4-5 diamonds × 31 ]

THERE ARE 2 CHOICES: 8P OR 8S. THERE IS A DIFFERENCE OF 7 TILES IN ACCEPTANCES, AND AS THE ROUND PROGRESSES, IT ONLY BECOMES MORE IMPORTANT.

IF YOU KEEP 8P YOU CAN ALSO GET A 3 SIDED WAIT IF YOU HAPPEN TO DRAW 7P.

001  
}  
030

031  
}  
060

061  
}  
090

[ 東1局 東家 8巡目 ]



A 257



1 シャンテン [ 2-3-4-5 bamboo × 44 2-3-4-5 circles × 38 2-3-4-5 squares × 32 2-3-4-5 diamonds × 32 ]

IT'D BE COOL TO DRAW 3S BUT I USE ONE ALREADY SO ONLY 3 LEFT. DRAWING 1S GUARANTEES IPEIKOU, BUT THE WAIT IS BAD WITH ONLY 3 TILES. SO, IT IS BETTER TO KEEP THE POSSIBILITY OF GETTING A 3 SIDED WAIT ON PINZU OR MANZU.

091  
}  
120

121  
}  
150

151  
}  
180

[ 東1局 東家 8巡目 ]



A 258



1 シャンテン [ 2-3-4-5 bamboo × 44 2-3-4-5 circles × 44 2-3-4-5 squares × 42 2-3-4-5 diamonds × 36 2-3-4-5 flowers × 36 2-3-4-5 birds × 13 ]

THE SOZU APPEARS TO BE A COMPLEX SHAPE WITH LOTS OF ACCEPTED TILES, BUT IT'S A DEAD END. DRAWING 6S BRINGS YOU A NOBETAN IN 25M EVEN WITHOUT THE COMPLEX SOZU.

THE MAXIMUM VALUE IS GIVEN BY AIMING FOR SOMETHING TO STICK TO 8P OR THE 4 MANZU TILES. DRAWING 7P AND THEN 3-6P WILL ALSO GIVE YOU TANYAO.

181  
}  
210

211  
}  
240

241  
}  
270

271  
}  
301

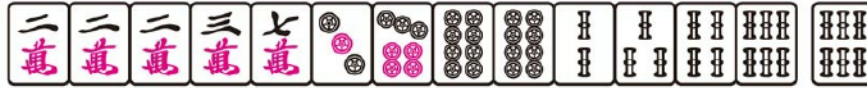
001  
}  
030

**Q 259**

[ 東1局 東家 5巡目 ]



031  
}  
060



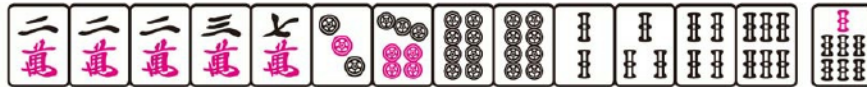
061  
}  
090

**Q 260**

[ 東1局 東家 5巡目 ]



091  
}  
120



121  
}  
150

**Q 261**

[ 東1局 東家 5巡目 ]



151  
}  
180



181  
}  
210

211  
}  
240

241  
}  
270

271  
}  
301

IN BOTH LOVE AND MARRIAGE,  
IT'S IMPORTANT TO HAVE THE  
->SAME VALUES<-  
IT'S THE SAME WITH MAHJONG;  
THERE'S NO POINT IN HAVING  
DIFFERENT VALUES FOR THE  
TEACHER AND THE STUDENT.



[ 東1局 東家 5巡目 ]



**A 259**



2シャンテン [ ×60 ×54 ×53 ×50 ×50 ]

3 OPTIONS: 3M, 7M, 3P. 3P IS NEAR DORA, SO IT STAYS. COMPARE THE OTHER 2 WHILE THINKING OF A 4M AND 6M DRAWS. WITH THE HEAD SECURED (6S), IT IS BETTER TO HAVE A PURE RYANMEN 67M (8 TILES) COMPARED TO THE COMPLEX SHAPE 22234M666 (7 TILES), SO CUT 3M.

001  
}<br>030

031  
}<br>060

061  
}<br>090

[ 東1局 東家 5巡目 ]



**A 260**



2シャンテン [ ×60 ×59 ×56 ×56 ×33 ]

THE CHOICE IS AGAIN BETWEEN 3M AND 7M. IF YOU HAPPEN TO DRAW 6-9P, IT'S BETTER TO HAVE 3M (THIS TIME YOU HAVE NO HEAD). 2223M ISN'T A GOOD SHAPE TO MAKE TRIPLET+SEQUENCE, BUT IT IS A GOOD SHAPE TO MAKE SEQUENCE+HEAD. IF YOU'RE HEADLESS OR YOU'RE RISKING TO LOSE THE HEAD, KEEP IT AS FAR AS POSSIBLE.

091  
}<br>120

121  
}<br>150

151  
}<br>180

[ 東1局 東家 5巡目 ]



**A 261**



2シャンテン [ ×66 ×66 ×58 ×55 ×53 ×53 ]

YOU'RE MISSING BLOCKS. THE CHOICE IS BETWEEN 4M AND 7M SINCE THEY'RE ON THE SAME SUJI. BECAUSE YOU CAN SEE 789 SANSHOKU, CUT 4M.

181  
}<br>210

211  
}<br>240

241  
}<br>270

271  
}<br>301

001  
}  
030

**Q 262**

[ 東1局 西家 7巡目 ]



031  
}  
060



061  
}  
090

**Q 263**

[ 東1局 西家 7巡目 ]



091  
}  
120



121  
}  
150

**Q 264**

[ 東1局 東家 3巡目 ]



151  
}  
180



181  
}  
210

211  
}  
240

241  
}  
270

->IF YOU'RE TOO CAREFUL,  
YOUR FATE BECOMES  
UNPREDICTABLE-<  
WHO TOLD YOU THAT?

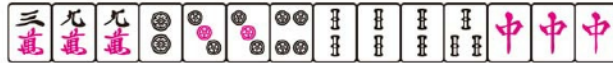


271  
}  
301

[ 東1局 西家 7巡目 ]



**A 262**



1シャンテン [ 3 × 37 2 × 37 3 × 34 ]

YOU LOSE SOME ACCEPTED TILES, BUT YOUR CALLING EFFICIENCY IS MUCH BETTER. YOU'LL CALL CHI ON PINZU, OF COURSE, BUT YOU CAN ALSO PON 9M AND 2S TO GET A RYANMEN WAIT.

001  
}<br>030

031  
}<br>060

061  
}<br>090

[ 東1局 西家 7巡目 ]



**A 263**



1シャンテン [ 3 × 37 2 × 37 3 × 34 ]

SINCE IT'S A GOOD CLOSED HAND, PRIORITY IS GIVEN TO GOOD SHAPES IN TENPAI. IT'S HARD TO USE THE 3S WHICH IS NEAR THE TRIPLET, SO KEEP 3M OVER IT. YOU'RE MISSING THE 3 SIDED WAIT IF YOU DRAW 9M, BUT YOU'RE UNLIKELY TO GET IT SINCE IT'S ONLY 2 TILES LEFT.

091  
}<br>120

121  
}<br>150

151  
}<br>180

[ 東1局 東家 3巡目 ]



**A 264**



2シャンテン [ 2 × 16 2 × 16 2 × 16 ]

THERE ARE ONLY 2 1P LEFT. SINCE YOU'LL BE ABLE TO ACCEPT 4P ANYWAY, CUT ONE 1P. CUTTING 2M ALSO LOOKS GOOD, BUT I'D RATHER HAVE A RYANMEN IF I WERE TO DRAW 3M. IF YOU KEEP 1P, YOU'LL HAVE A SHOT AT A 3 SIDED WAIT, BUT IT'S MORE IMPORTANT TO HAVE A SHAPE THAT CAN GO TOWARDS TANYAO.

181  
}<br>210

211  
}<br>240

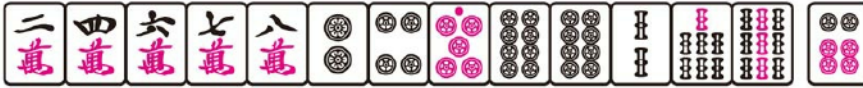
241  
}<br>270

271  
}<br>301

001  
}>  
030

**Q 265**

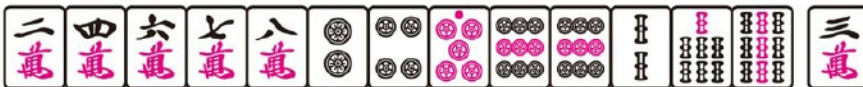
[ 東1局 東家 3巡目 ]



031  
}>  
060

**Q 266**

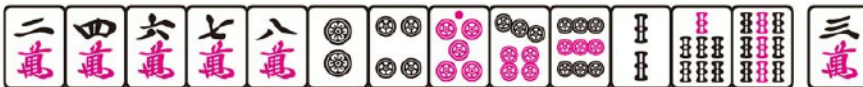
[ 東1局 東家 3巡目 ]



091  
}>  
120

**Q 267**

[ 東1局 東家 3巡目 ]



121  
}>  
150

151  
}>  
180

181  
}>  
210

211  
}>  
240

241  
}>  
270

271  
}>  
301

->SHE'S NOT RIGHT FOR ME  
BECAUSE SHE HAS  
BLOOD TYPE X-  
THINKING LIKE THAT WILL  
RUIN YOUR LIFE



[ 東1局 東家 3巡目 ]

**A 265**



1シャンテン [ 2S×8 2P×8 ]

CHOICE IS BETWEEN 2P AND 2S. SINCE YOU GET A BETTER SHAPE ON 3P DRAW COMPARED TO 3S DRAW, CUT 2S.

001  
}<br>030

031  
}<br>060

[ 東1局 東家 3巡目 ]

**A 266**



1シャンテン [ 2S×12 2P×12 2C×8 ]

DRAWING 3P AND KEEPING 2P WOULD GIVE YOU A 4 TILES SHAPE, BUT IT'S NOT USEFUL BECAUSE YOU'RE IN TENPAI. IF SO, IT'S BETTER TO KEEP 2S AND HOPE FOR A 3S DRAW TO REPLACE THE 79S KANCHAN. THE TRICK IS TO REALIZE THAT YOU'LL CALL INSTANT RIICHI (RIICHI AKA AS DEALER) EVEN ON A BAD SHAPE TO REDUCE THE CHANCES OF BACKFIRE DRAWS.

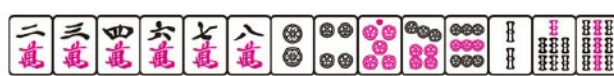
061  
}<br>090

091  
}<br>120

121  
}<br>150

[ 東1局 東家 3巡目 ]

**A 267**



2シャンテン [ 2S×37 2P×37 2C×33 2W×27 ]

HEADLESS 2 SHANTEN. I WANT TO GET A HEAD, SO I'LL KEEP 2P. IF I DRAW 3P, I GET 4 CONSECUTIVE TILES, A SHAPE WHICH WILL GIVE A HEAD EASILY.

181  
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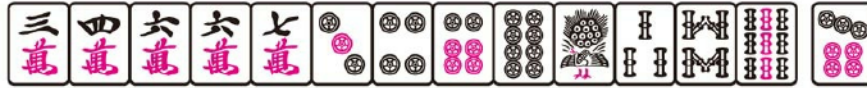
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**Q 268**

[ 東1局 西家 5巡目 ]



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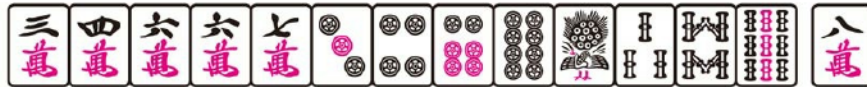
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**Q 269**

[ 東1局 西家 5巡目 ]



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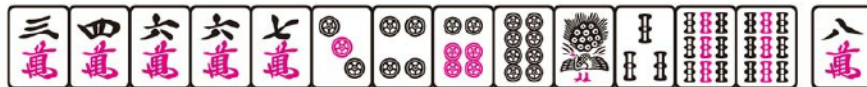
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**Q 270**

[ 東1局 西家 5巡目 ]



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I'VE HEARD THAT ONLY THE  
JAPANESE CARE SO MUCH  
ABOUT BLOOD TYPE  
PERSONALITY TESTS.



271  
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301

[ 東1局 西家 5巡目 ]



**A 268**



2シャンテン [ 七萬 × 24 九萬 × 20 一萬 × 20 三萬 × 20 ]

YOU HAVE 6 BLOCKS, SO DROP THE WEAKEST ONE. THE ANSWER IS TO DROP THE 89S PENCHAN, BUT YOU SHOULD START FROM OUTSIDE SINCE YOU HAVE THE BAD 13S SHAPE. IF YOU DRAW 7S, KEEP IT INSTEAD OF 13S EVEN IF IT'S FURITEN, SINCE FURITEN RYANMEN IS BETTER THAN KANCHAN.

[ 東1局 西家 5巡目 ]



**A 269**



3シャンテン [ 六萬 × 58 八萬 × 57 九萬 × 57 一萬 × 57 三萬 × 57 ]

6 BLOCKS, SO CUT THE WEAKEST PENCHAN. BECAUSE IT'S EASY TO GET A HEAD FROM THE ARYANMEN 6678M SHAPE, DON'T TOUCH IT.

[ 東1局 西家 5巡目 ]



**A 270**



2シャンテン [ 六萬 × 24 八萬 × 20 九萬 × 20 ] 3シャンテン [ 一萬 × 57 ]

6 BLOCKS AGAIN, THIS TIME WITH 2 KANCHAN. IF YOU COMPLETE EITHER KANCHAN, YOU GET A PINFU IISHANTEN, SO YOU CAN KEEP BOTH FOR NOW AND PROCEED WITH 6 BLOCKS. IF YOU HAPPEN TO DRAW TILES THAT STICK CLOSE TO 68P OR 13S, CUT THE OTHER KANCHAN AND MOVE TO 5 BLOCKS.

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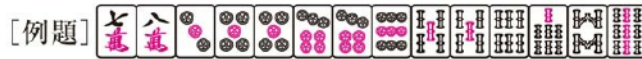
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アバウト何切る理論⑦

# 逆算理論

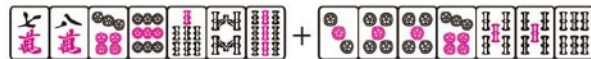
THIS THEORY SAYS TO THINK IN REVERSE (TENPAI TO IISHANTEN, IISHANTEN TO 2SHANTEN) TO FIND OUT WHAT TILES YOU DON'T NEED.



2シャンテン [ × 31 × 31 × 29 × 29 × 27 ]

ACCEPTED TILES ARE SHOWN, BUT SINCE IT'S JUST 2-SHANTEN THEY'RE NOT TOO RELEVANT. I CAN SEE 789 SANSHOKU, SO LET'S GO FOR IT.

START BY PULLING OUT THE 789 TILES THAT MAKE IT AND PUT THEM ASIDE.



A WINNING HAND USES 4 SEQUENCES AND A PAIR, AND 3 SEQUENCES ARE ALREADY USED UP FOR SANSHOKU.

IF THERE ARE 2 HEAD CANDIDATE IN IISHANTEN, IT'S FAIR TO ASSUME ONE CAN BECOME A TRIPLET OR A RYANMEN.

LET'S MAKE IT EASY TO HAVE 2 HEADS AND 1 SEQUENCE IN THE NOT-SANSHOKU PART. WE HAVE 2 HEADS, 55P AND 55S, AND BY ADDING 6S TO 55S WE CAN HAVE A SEQUENCE CANDIDATE.



THE REMAINING 3P AND 7P CAN BE SEEN AS TILE SO STRENGTHEN OTHER SHAPES. THE TRICK IS TO LEAVE SANSHOKU ENTAGLED. YOU CAN SEE IT EASILY WHEN IMAGING A 4S DRAW AND COMPARING THE SHAPES:



THE HAND WITH 3P DOESN'T WORK, THE MOST USELESS TILE THERE IS 3P. TO SUM UP, THE RIGHT ANSWER IS TO CUT 3P.

FIRST, IMAGINE THE FINAL FORM. THEN KEEP GOING IN THE REVERSE ORDER AND IMAGINE THE IISHANTEN. THIS IS CALLED →COUNTING BACKWARDS← IN ARITHMETIC.

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**Q 271**

[ 東1局 西家 5巡目 ]



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**Q 272**

[ 東1局 西家 5巡目 ]



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**Q 273**

[ 東1局 西家 5巡目 ]



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MENTANPIN TSUMO?  
HOW MUCH IS THAT?



[ 東1局 西家 5巡目 ]

**A 271**



1シャンテン [ × 20 × 20 × 18 × 14 × 12 ]

SHAPES LIKE 6677P ARE CALLED →DOUBLE SEQUENCE← AND ARE MADE OF 2 OVERLAPPING RYANMEN. FROM NOW, IT WILL BE JUST A 3 TILES SHAPE. IF THE SOUZU RYANMEN IS COMPLETED FIRST, IT WILL BECOME A SIMPLE RYANMEN.  
WITHOUT PARTICULAR SITUATIONS, IT WILL TAKE 2 TURNS TO MAKE IT A NORMAL SEQUENCE. CUT 6P FIRST AS IT'S MORE DANGEROUS.

[ 東1局 西家 5巡目 ]

**A 272**

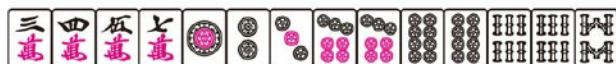


1シャンテン [ × 18 × 16 × 16 × 14 × 12 ]

EXAMPLE ON WHEN NOT TO DROP DOUBLE SEQUENCE. FORESEE THE 69P DRAWS.  
YOU COULD ALSO AIM FOR 4S TO GROW DOWNWARDS (3S), BUT SINCE YOU'LL CALL INSTANT RIICHI DORA 1 EVEN ON SHANPON, IT'S BETTER TO CUT IT INSTEAD OF HOPING FOR IMPROVEMENTS.

[ 東1局 西家 5巡目 ]

**A 273**



1シャンテン [ × 18 × 14 × 8 ] 2シャンテン [ × 60 ]

DON'T BE IN A HURRY TO DROP DOUBLE SEQUENCE. HERE I WANT TO GET TENPAI WITH A YAKU, SO KEEP IT AND WAIT FOR 69P.  
IF YOU END UP STICKING TILES TO 7M, YOU CAN CUT A TILE FROM THE 7788P SHAPE.

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### Q 274

[ 東1局 西家 4巡目 ]



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[ 東1局 西家 4巡目 ]



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### Q 276

[ 東1局 東家 7巡目 ]



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THERE MAY BE MORE AND MORE FUN GAMES IN THE WORLD, BUT THE MOST FUN GAME I KNOW IS MAHJONG!

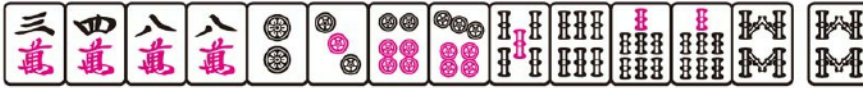




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**Q 277**

[ 東1局 東家 4巡目 ]



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**Q 278**

[ 東1局 東家 4巡目 ]



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**Q 279**

[ 東1局 東家 4巡目 ]



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270

271  
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WHEN YOU DROP   
->DON'T RETREAT!<-  
->DON'T LOOK BACK!<-  
WHERE DO THESE SAYINGS  
COME FROM??



[ 東1局 東家 4巡目 ]

**A 277**



2シャンテン [ 1W×31 1P×31 2P×28 3P×27 4P×27 5P×27 ]

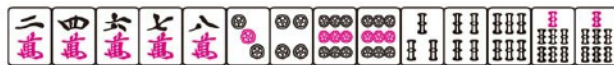
THERE ARE GOOD SHAPES, BUT IT'S 6 BLOCKS. THE OLD STYLE WOULD BE TO CUT 5S. IN MODERN MAHJONG, YOU DROP A RYANMEN AND PLAY WITH 5 BLOCKS.

EVEN IF YOU END UP MAKING A TRIPLET OF 8S OR 8M, YOU'LL STILL HAVE TANYAO, WHICH IS BETTER THAN THE PINFU YOU'D GET WITH 1P OR 9S DRAWS.

LET'S START BY DROPPING FROM THE INSIDE THINKING OF SAFETY.

[ 東1局 東家 4巡目 ]

**A 278**

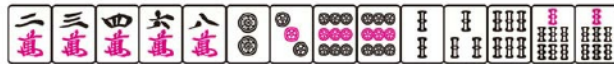


2シャンテン [ 1W×24 4W×24 5W×24 6W×24 7W×24 8W×24 ]

YOU HAVE 6 BLOCKS, SO ONE TOO MANY. YOU CAN SEE BOTH SANSHOKU AND TANYAO, SO DROP THE 9P PAIR.

[ 東1局 東家 4巡目 ]

**A 279**



2シャンテン [ 6W×28 8W×28 9W×28 1P×24 2P×24 3P×24 ]

6 BLOCKS AGAIN. 1-4P AND 1-4S DRAWS GIVE PERFECT IISHANTEN. FIXING THE RYANMEN WITH 7S ISN'T GOOD, DON'T BE TOO FIXATED ON PINFU.

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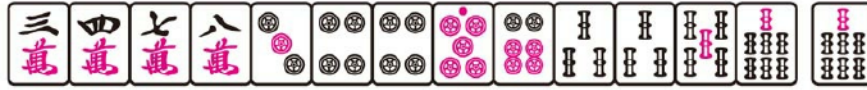
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**Q 280**

[ 東1局 東家 8巡目 ]

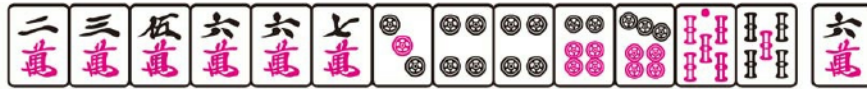


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**Q 281**

[ 東1局 南家 7巡目 ]

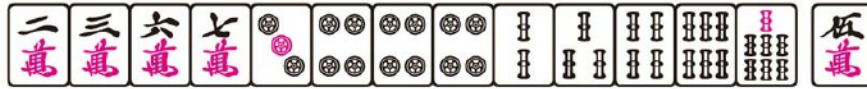


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**Q 282**

[ 東1局 西家 7巡目 ]



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DON'T CALL MAHJONG A  
WORK-LIKE GAME!



[ 東1局 東家 8巡目 ]

**A 280**



2シャンテン [ × 28 × 28 × 28 × 27 × 27 × 27 ]

2 SHANTEN AND 6 BLOCKS. BECAUSE THERE IS AKA, LET'S NOT FORCE SANSHOKU BUT INSTEAD AIM FOR A WIDE IISHANTEN WITH TANYAO. THIS WAY IT'S ALSO POSSIBLE TO OPEN THE HAND IF THE SITUATION REQUIRES IT.

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[ 東1局 南家 7巡目 ]

**A 281**



2シャンテン [ × 24 × 24 × 24 × 23 × 23 × 21 ]

2 SHANTEN AND 6 BLOCKS. SINCE THERE IS DORA 4, GO FULL ATTACK. DROP 2M SO THAT TANYAO IS CONFIRMED. 4M CAN STILL BE USED ANYWAY IN THE 345M SHAPE

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[ 東1局 西家 7巡目 ]

**A 282**



1シャンテン [ × 28 × 22 × 22 × 22 × 22 ]

IT'S TURN 7. THIS IS A PROBLEM OF BALANCE, GOING FOR TANYAO AND ABANDONING SANSHOKU. THE FASTEST TENPAI CAN BE MADE BY DROPPING 3P, BUT YOU COULD GET RIICHI NOMI. SANSHOKU REQUIRES BOTH 2P AND 4M. COMPARED TO THAT, TANYAO IS REALLY EASY TO CONFIRM. BY CONSIDERING →EASE OF TENPAI← →VALUE← →GOOD/ BAD SHAPE←, THE MAXIMUM EXPECTED VALUE IS WITH 3M CUT.

181  
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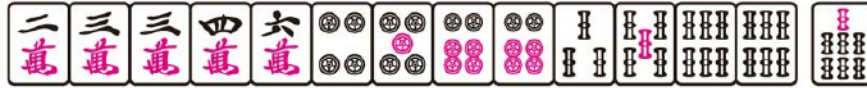
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**Q 283**

[ 東1局 東家 4巡目 ]



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**Q 284**

[ 東1局 東家 4巡目 ]



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**Q 285**

[ 東1局 東家 4巡目 ]



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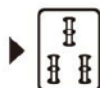
271  
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301

LET'S PUT ALL THESE  
PROBLEMS IN THE BOOK!



[ 東1局 東家 4巡目 ]

A 283



2シャンテン [ 三萬 ×73 四萬 ×69 六萬 ×67 七萬 ×63 八萬 ×58 ]

SEQUENCES AREN'T YET DEFINED, SO KEEP THE COMPLEX SHAPES. THE CHOICE IS BETWEEN 6M AND 3S, BUT SINCE 6M IS MORE LIKELY TO GIVE TANYAO AND SANSHOKU, CUT 3S.

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[ 東1局 東家 4巡目 ]

A 284



2シャンテン [ 八萬 ×31 九萬 ×31 四萬 ×28 六萬 ×27 七萬 ×27 ]

YOU CAN SEE BOTH 456 AND 567 SANSHOKU. THE HIGHEST TILE ACCEPTANCE IS WITH 8M AND 4P CUTS. THE CORRECT ANSWER IS 8M, AS THERE ARE NO BACKFIRES (IF YOU DRAW 7M, YOU'LL GET THE 567 SANSHOKU). THE 4P CUT IS ALSO GOOD, BUT SINCE IT'S STILL 2 SHANTEN I WANT TO KEEP SANSHOKU AS OPEN AS POSSIBLE. NOT ONLY DRAWING 2P WOULD BE A PAINFUL BACKFIRE, YOU'LL ALSO MISS A 3 SIDED WAIT ON 5P DRAW.

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[ 東1局 東家 4巡目 ]

A 285



2シャンテン [ 八萬 ×31 九萬 ×31 四萬 ×28 六萬 ×27 七萬 ×27 ]

THERE ARE 3 MAIN POINTS IN FAVOUR OF DROPPING 3P: →NO SANSHOKU← →YOU NEED 2 4P← →ON 1P, YOU MISS TANYAO←. FIXING THE HEAD OF 2P BY CUTTING 3P HERE IS ADVANTAGEOUS. YOU CAN LEAVE THE COMPLEX MANZU SHAPE AS IT IS, WAITING FOR 2-5-6-7M. THE BEST OUTCOME IS MENTANPIN IPEIKOU.

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**Q 286**

東1局 東家 5巡目



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**Q 287**

東1局 東家 5巡目

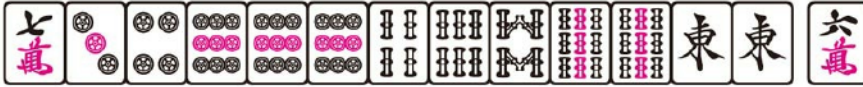


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**Q 288**

東1局 東家 5巡目



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YOU NEVER KNOW WHEN OR WHERE  
YOUR CHANCE WILL COME!  
YOU NEVER KNOW WHEN OR WHERE  
THE OPPORTUNITY WILL COME!  
PRACTICE AGAIN AND AGAIN FOR IT!



[ 東1局 東家 5巡目 ]



**A 286**



2シャンテン [ 三萬×54 四萬×50 七萬×48 ]

THERE'S A RYANMEN KANCHAN IN MANZU, WAITING ON 4-6-9M. IF YOU KEEP 8P AND DRAW 7P, YOU GET A PINFU IISHANTEN, BUT YOU'D GET INTO A 6 BLOCKS SITUATION. IN THIS CASE, SINCE AKA ENSURES VALUE ANYWAY, LET'S CUT 8P.

[ 東1局 東家 5巡目 ]



**A 287**



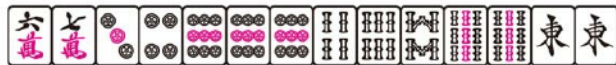
1シャンテン [ 一萬×12 二萬×8 三萬×8 四萬×8 五萬×8 六萬×8 ]

MAXIMUM ACCEPTANCE, EVEN WITHOUT 6S, YOU CAN STILL USE 7S. THE BEST OUTCOME WOULD BE TO DRAW DOUBLE TON, BUT SINCE YOU HAVE AKA, YOU CAN INSTA RIICHI EVEN BAD SHAPES.

[ 東1局 東家 5巡目 ]



**A 288**



2シャンテン [ 一萬×24 二萬×24 三萬×24 四萬×24 五萬×24 ]

DOUBLE TON HAND. FORESEE THE TON CALL, AND READY ANOTHER HEAD FOR THAT. THE BEST CANDIDATE IS THE 9S PAIR. SINCE YOU HAVE 6 BLOCKS, CUT THE WEAKEST 468S SHAPE. START FROM 4S AND THEN CUT 6S. IF YOUR NEXT DRAW IS 7S, YOU'LL DROP ANOTHER RYANMEN, WHILE IF IT ISN'T 7S YOU CAN MOVE FORWARD WITH THE 899S SHAPE.

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### Q 289

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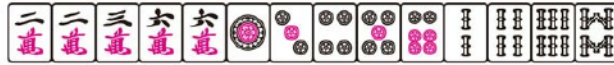
IF YOU CAN'T DO  
IT IN PRACTICE,  
YOU CAN'T DO IT  
IN A GAME!



[ 東1局 東家 4巡目 ]



**A 289**



2シャンテン [ 1 × 24 2 × 24 3 × 24 4 × 20 1 × 20 2 × 20 ]

IT ISN'T BAD TO CUT THE SOUZU TO 3 TILES, BUT PRIORITY IS GIVEN TO TANYAO. THE 2P IS A BACKFIRE, BUT IT'S ACTUALLY GOOD IF YOU THINK OF 234 SANSHOKU.

[ 東1局 東家 4巡目 ]



**A 290**



2シャンテン [ 1 × 24 2 × 24 3 × 24 4 × 20 1 × 20 2 × 20 ]

YOU CAN SEE 123 SANSHOKU, BUT YOU'D HAVE TO DROP AKA 5S. IT IS EASY TO EXTEND AND IMPROVE THE PINZU SHAPE.

[ 東1局 東家 4巡目 ]



**A 291**



2シャンテン [ 1 × 24 2 × 24 3 × 24 4 × 20 1 × 20 2 × 20 ]

AIM FOR PINFU AND SANSHOKU BY DROPPING 2M. YOU COULD ALSO CUT 7S TO BE LEFT WITH 3 SOUZU, BUT SINCE YOU HAVE MANY BAD SHAPES IT'S BETTER TO KEEP THE POSSIBILITIES FOR 6S DRAW TO COMPLETE ONE, OR 8S TO IMPROVE TO RYANMEN. NOW LET'S MOVE TO THE COMPARISON WITH 1S. IF YOU DROP 1S YOU GET 3 TILES IN SOUZU, AND MOVE TOWARDS TANYAO. BUT THE PROBLEM WITH THIS HAND IS THAT IT'S HARD TO GET 5 TANYAO BLOCKS. YOU NEED 3 BLOCKS BETWEEN PINZU AND SOUZU, SO YOU'LL NEED SOMETHING TO STICK TO 6P. OPEN SANSHOKU IS FASTER THAN OPEN TANYAO HERE.

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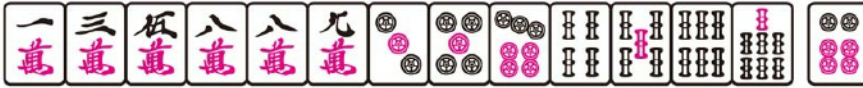
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### Q 292

[ 東1局 西家 4巡目 ]

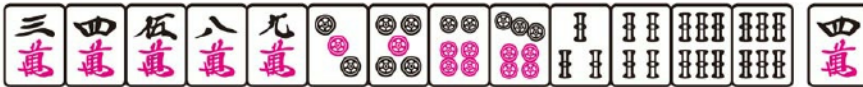


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### Q 293

[ 東1局 西家 6巡目 ]



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### Q 294

[ 東1局 東家 7巡目 ]



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⇒MONEY CAN'T BUY LOVE, BUT IF YOU'RE BROKE, YOU'LL MISS YOUR CHANCES.....⇐ A QUOTE FROM THE MANAGER WITH ONLY 500 POINTS LEFT



[ 東1局 西家 4巡目 ]

**A 292**



2シャンテン [ 九 萬 × 77 一 萬 × 63 四 萬 × 63 二 索 × 58 三 索 × 52 四 索 × 52 ]

FIX THE HEAD WITH 8M, SO THAT YOU CAN AIM FOR MENTANPIN. FIXING THE HEAD NEAR THE EDGES IS A VERY COMMON TECHNIQUE, ESPECIALLY IN THIS FORM, THE 7M BACKFIRE DOESN'T HURT BECAUSE OF THE 567 SANSHOKU.

[ 東1局 西家 6巡目 ]

**A 293**



1シャンテン [ 九 萬 × 12 二 索 × 12 ] 2シャンテン [ 六 萬 × 59 九 萬 × 59 ]

BOTH 4M AND 3P ARE STRONG FLOATING TILES AND YOU CAN SEE TANYAO, SO CUT THE PENCHAN. AS FOR WHICH TO CUT FIRST, IT IS BETTER TO KEEP 8M SINCE YOU CAN DRAW ANOTHER 8M OR MAKE A RYANMEN KANCHAN SHAPE ON 6M DRAW.

THE HAND IS SHOWN BELOW:



[ 東1局 東家 7巡目 ]

**A 294**



2シャンテン [ 八 萬 × 62 九 萬 × 60 三 索 × 56 四 萬 × 54 五 索 × 50 六 索 × 41 ]

FIX THE DORA PAIR AS HEAD, AND GET THE BEST ACCEPTANCE. THE MEANING IN KEEPING BOTH 5M AND ITS SUJI 8M IS LOW, SO LET'S INCREASE THE ODDS OF GETTING A 3 SIDED WAIT OR A RYANMEN AS MUCH AS POSSIBLE.

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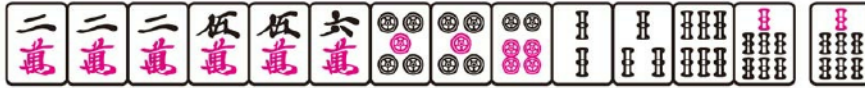
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[ 東1局 西家 7巡目 ]

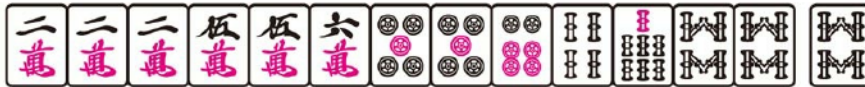


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[ 東1局 西家 7巡目 ]



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[ 東1局 東家 4巡目 ]



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THANK YOU SO MUCH  
FOR READING THIS FAR!



[ 東1局 西家 7巡目 ]

**A 295**



2シャンテン [ 66 × 42 44 × 42 44 × 42 66 × 36 44 × 36 44 × 36 ]

SINCE YOU CAN SEE TOITSUBA, MOVE FORWARD WITH 3 HEADS. THERE ARE 3 CHOICES (6M, 6P, 6S), BUT IS IS ADVISED TO FIX THE SUJI OF THE TRIPLET AS HEAD. NOTE THAT EVEN IF FIXING RYANMEN MAY SEEM ADVANTAGEOUS NOW, YOU'LL LOSE YOUR EFFICIENCY GAINS WHEN GOING INTO A WORSE IISHANTEN.

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[ 東1局 西家 7巡目 ]

**A 296**

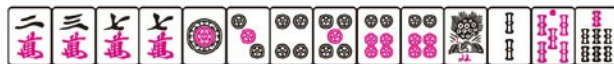


2シャンテン [ 44 × 61 44 × 58 66 × 52 44 × 52 66 × 50 44 × 50 ]

IT'S HARD TO MAKE ANOTHER SEQUENCE NEAR A TRIPLET. CUT 7S TO MAKE SURE OF TANYAO, BUT THIS HAND COULD BECOME SUUANKOU. 4S AND 7S ARE SUJI, SO THERE'S NO MEANING IN KEEPING THEM BOTH.

[ 東1局 東家 4巡目 ]

**A 297**



2シャンテン [ 44 × 20 44 × 20 44 × 20 44 × 20 44 × 20 ]

6 BLOCKS, SO ONE TOO MANY. YOU CAN SEE THE 123 SANSHOKU 3 BLOCKS, BUT BECAUSE THE OTHER BLOCKS ARE BETTER, FORGET IT. SINCE YOU'LL STICK 3S TO AKA 5S ANYWAY, START DROPPING THE PENCHAN FROM INSIDE.

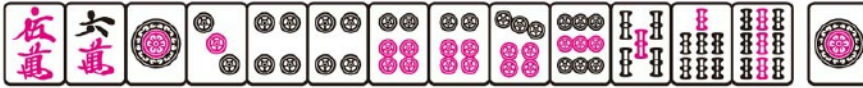
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[ 東1局 西家 3巡目 ]



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THANK YOU FOR YOUR  
TIME. MAY YOUR  
MAHJONG LIFE BE AN  
ENJOYABLE ONE!

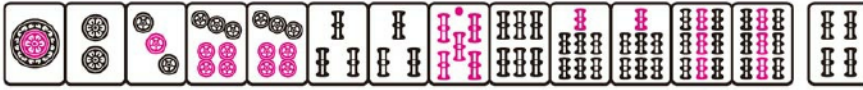




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[ 東1局 東家 7巡目 ]



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[ 東1局 東家 7巡目 ]



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->NEW GAME PLUS<-  
YOU CAN USE THE KNOWLEDGE YOU HAVE  
LEARNED AND RESTART FROM THE  
BEGINNING! TRY AGAIN TO SOLVE THE  
PROBLEMS YOU COULDN'T BEFORE AND  
GET MORE MAHJONG POWER!

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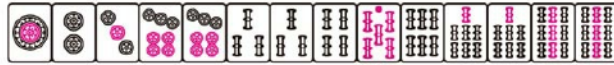
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[ 東1局 東家 7巡目 ]



**A 300**



1シャンテン [ 7P × 17 3S × 17 7S × 17 7M × 10 ]

AIM FOR THE 3 SIDED WAIT IN SOUZU. IF YOU DRAW 8S YOU GET PINFU.

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[ 東1局 東家 7巡目 ]



**A 301**



1シャンテン [ 7P × 17 7S × 12 7M × 12 7C × 11 7D × 10 ]

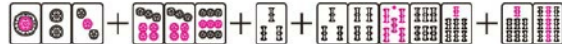
ON THIS PROBLEM EVEN ADVANCED PLAYERS COULD ANSWER 3S. LET'S BRAG IF YOU GOT IT RIGHT. YOU WANT TO WAIT ON THE 3 SIDED SHAPE IN SOUZU, BUT IT'S TOO EARLY TO DROP 3S. THE CORRECT ANSWER IS 9P, WITH THE HIGHEST TILE ACCEPTANCE.

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THIS IS DIFFICULT, SO LET'S TAKE ONE STEP AT A TIME. FIRST OF ALL, LET'S DIVIDE THE HAND IN BLOCKS AND ISOLATE THE 3 SIDED WAIT.



LET'S MOVE BACKWARDS AND START FROM THE TENPAI SHAPE, TO GO INTO A 2-HEADED IISHANTEN. IF YOU WANT THE 3 SIDED SHAPE, YOUR BEST DRAW TO GET TENPAI IS 8S. IN OTHER WORDS, 79S IS THE MOST IMPORTANT SHAPE, EVEN IF IT'S JUST A KANCHAN. IF THAT'S SO, YOU'LL WANT 7P TO BE THE HEAD (IF YOU COMPLETE 789P, YOU'LL LOSE THE SANMENCHAN). IF YOU CUT 9P, YOU CAN USE 3S AS THE SECOND HEAD AS WELL AS A POSSIBLE RYANMEN IMPROVEMENT.

BY THE WAY, THE REASON WHY SOME ADVANCED PLAYERS GET THIS WRONG IS THAT THEY MISTAKE THIS HAND TO HAVE 3 HEADS (7P, 3S, 7S). IF YOU THINK OF THE 79S KANCHAN AND THE 34567S SANMENCHAN AS SEPARATE, YOU CAN CLEARLY SEE THAT 7S IS NOT A 3RD HEAD.

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## IS THERE A ONE-SIZE-FITS-ALL THEORY?

→IF YOU GET LOST, CUT THE ARYANMEN AND YOU'RE USUALLY RIGHT←  
THIS IS SOMETHING THAT HAS COME UP MANY TIMES IN THE PREVIOUS  
BOOK (NOTE: WWYD 300) AND THIS ONE.  
IT'S A SAYING THAT FITS IN JUST ONE LINE, BUT IT CONTAINS A LOT OF  
INFORMATIONS IN THIS SHORT SPACE.

FIRST OF ALL, IT IS SAID THAT ARYANMEN IS A WEAK SHAPE AS A PRE-  
CONDITION. →IF YOU LOOK AT IT AS FLOATING, THERE ARE TWO TYPES  
OF IMPROVEMENTS FOR RYANMEN← →WHEN IT REMAINS AS THE FINAL  
FORM, YOU CAN ONLY RECEIVE UP TO 6 TILES←, "IF THERE IS ANOTHER  
HEAD, YOU MAY BE WAITING FOR SHANPON← ETC.

SO, IF YOU WANT TO ADD MORE DETAILED EXPLANATIONS, YOU'LL NEED  
MANY MORE WORDS. HOWEVER, IF THIS IS CUT OFF AS "THE REASON IS  
SHOWN, BUT ONLY THE TRICK SHOULD BE REMEMBERED", THE THING IS  
ENOUGH BY ONE LINE OF →IF YOU GET LOST, CUT THE ARYANMEN AND  
YOU'RE USUALLY RIGHT←

THERE ARE MANY CASES WHERE ARYANMEN CUTTING BECOMES INCOR-  
RECT, BUT SINCE THE ARYANMEN ITSELF IS ORIGINALLY A WEAK FORM,  
THERE ARE FEW CASES WHERE IT BECOMES AN A-CLASS MISTAKE.

IT'S SUCH A CONVENIENT AND PRACTICAL TRICK, BUT NO ONE HAS EVER  
WRITTEN IT IN A TACTICAL BOOK. IS IT BECAUSE THERE IS AN EXCEP-  
TION DOES NOT MAKE IT OFFICIAL? IN SUCH A PROCESS, I THINK SO.  
WHILE MAHJONG HAS MANY EXCEPTIONS, IT IS DIFFICULT TO FIND A  
ONE-SIZE-FITS-ALL THEORY.

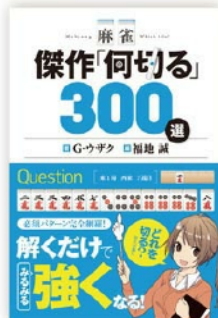
IT IS EFFICIENT TO ACQUIRE WITH →TIPS AND TRICKS←, →TO TOUCH  
MANY THINGS RATHER THAN ONE←, THIS IS THE SHORTEST WAY TO GET  
BETTER. YOU CAN SAY THAT YOU LEARN WITH YOUR BODY, NOT YOUR  
HEAD.

THE IDEAL IS TO REACH A LEVEL WHERE THE APPROPRIATE CUT IS SEEN  
AT A GLANCE. THIS BOOK IS DESIGNED TO BE READ REPEATEDLY. AT  
FIRST LOOK, THE ANSWERS SEEM TO BE INSUFFICIENT, BUT WE AIMED  
FOR THE AMOUNT OF COMMENTARY THAT I THOUGHT WAS MOST SUI-  
TABLE FOR THE SECOND READ. KEEP READING IT.

WE WOULD BE DELIGHTED TO BE ABLE TO SUPPORT YOU IN YOUR  
QUEST FOR EXCELLENCE.

## 好評発売中!

三オブックス 麻雀シリーズ



「何切る」本のベストセラー!  
麻雀 傑作「何切る」

300選

[著] G・ウザク

[編] 福地 誠



強者の思考が学べる問題集!

現代麻雀

手作り と 押し引きの

鉄戦術

[著] 福地 誠